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(54) ASSET MANAGEMENT SYSTEM AND ASSET MANAGEMENT METHOD

(57) In a programme preparation and distribution system (100), metadata indicating the variable information is generated from project to project, from medium to medium, from scene to scene or from frame to frame, to realize an asset management by controlling an archive system (40) depending on metadata. A database is constructed in which the archive system (40) manages metadata in a concentrated fashion along with the essence such as video and audio data. By a distributed programme editing system (10), the metadata inputted at the planning processing and at the casting processing is registered in the database managed in a concentrated fashion by an archival manager (40A) of the archive system (40), at the same time as a tag specifying the registered metadata is issued. This tag is co-packed with the video and audio information obtained on acquisition by an acquisition system. In a production system (20), the timing to flow the staff roll is specified during the off-line processing in the production system (20). In accordance with the specified timing, the metadata is taken out from the database pointed by the tag co-packed with the video information or the audio information to generate the corresponding character automatically to effect complete editing processing.

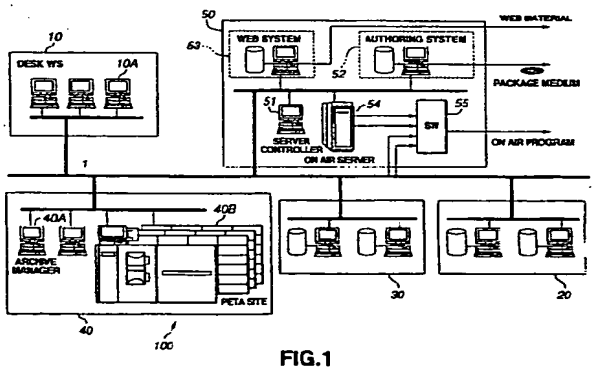

FIG.1

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Description

Technical Field

[0001] This invention relates to a system and a method for asset management for managing an essence. Also, this invention relates to a production system and a production method for creating a project from an essence. Also, this invention relates to an archiving system and an archiving method for archiving an essence. Also, this invention relates to a distribution system and a distribution method for allotting an essence. Also, this invention relates to an authoring system and an authoring method for creating a package medium from an essence. Also, this invention relates to a production system and a production method for creating a programme from an essence. Further, this invention relates to a production system for creating an essence and a control method thereof.

Background Art

[0002] Recently, standardization on metadata is going on in SMPTE (Society of Motion Picture and Television Engineers) and the semantics for an essence specifying the contents or a wrapper meaning metadata and the essence combined together have been defined. Moreover, proposals have been made for the KLV (key length value) protocol or the UMID (unique material identifier) as a data structure of metadata and for a metadata dictionary as a collection of specified metadata per se, and the corresponding standardization is also proceeding.

[0003] Meanwhile, in a broadcasting station, shortage in programme software is posing a problem due to advent of multiple channels and multi-media, so that it is becoming crucial how the programme software is procured to improve the services as the cost is minimized and as the programme quality, that is the quality of the contents, is maintained. This is tantamount to how video/audio data can be processed efficiency in the sequence of the processing operations from acquisition and preparation until editing, transmission and archiving, such that medium asset. management including a structure of an archiving system for re-utilization of past programmes is an incumbent task.

Disclosure of the Invention

[0004] It is therefore an object of the present invention to provide an asset management system and an asset management method for managing the essence so that a sequence of operations from acquisition and formulation until editing, transmission and archiving will be managed efficiently.

[0005] It is another object of the present invention to provide a production system and a production method which can create a project from an essence efficiently.

[0006] It is another object of the present invention to provide an archiving system and an archiving method which can archive an essence efficiently.

[0007] It is another object of the present invention to provide a distribution system and a distribution method which can allot the essence efficiently.

[0008] It is another object of the present invention to provide an authoring system and an authoring method which can create a package medium efficiently from an essence.

[0009] It is another object of the present invention to provide an asset management system and an asset management method which can manage an essence efficiently.

[0010] It is a further object of the present invention to provide a production system for creating an essence efficiently and a control method thereof.

[0011] In its one aspect, the present invention provides an asset management system for managing an essence, including means for creating the essence and for generating metadata for explaining the essence when creating the essence, means for archiving the essence and the metadata correlatively with each other, and means for controlling an operation performed on the archived essence based on the metadata to realize asset management for the essence.

[0012] In another aspect, the present invention provides an asset management system for managing an essence, including means for generating the information for explaining the essence, means for recording and/or reproducing the essence and the information correlatively with each other, and means for managing and/or controlling a recording and/or reproducing operation of the essence based on the information to effect asset management for the essence.

[0013] In another aspect, the present invention provides an asset management system for managing an essence, including means generating the information specifying attributes of the essence, recording the essence and the information correlatively with each other on a recording medium to reproduce the essence from the recording medium and control means for controlling the recording and/or reproducing operations for the essence based on the information to effect asset management for the essence.

[0014] In another aspect, the present invention provides an asset management method for managing an essence, including creating the essence and for generating metadata for explaining the essence when creating the essence, correlating the essence and the metadata with each other, and controlling an operation performed on the archived essence based on the metadata to realize asset management for the essence.

[0015] In another aspect, the present invention provides an asset management method for managing an essence, including generating the information for explaining the essence and controlling the recording and/or reproducing operation of recording and/or reproduc-

ing the essence and the information correlatively with each other based on the information to effect asset management for the essence.

[0016] In another aspect, the present invention provides an asset management method for managing an essence, including generating the information specifying attributes of the essence, recording the essence and the information correlatively with each other on a recording medium and controlling the recording and/or reproducing operations for the essence based on the information to effect asset management for the essence.

[0017] In its one aspect, the present invention provides a production system for creating a project from an essence; production for creating the essence and for generating metadata for accounting for the essence; and post-production of creating the project from the essence using metadata generated at the time of the production.

[0018] In another aspect, the present invention provides a production system for creating a project from an essence; production for creating the essence and for generating metadata for accounting for the essence; and post-production of creating the project from the essence; wherein an operation of the post-production is controlled based on metadata generated at the time of the production.

[0019] In another aspect, the present invention provides a production method for creating a project from an essence; creating the essence and generating metadata used . for accounting for the essence; and creating the project from the essence using the metadata.

[0020] In another aspect, the present invention provides a production method for creating a project from an essence; creating the essence and generating metadata used for accounting for the essence; and controlling an operation of post-production based on the metadata to create the project from the essence.

[0021] In its one aspect, the present invention provides a production system for creating a project from an essence; comprising: pre-production for creating metadata used for accounting for the essence; production for performing an operation for creating the essence, using the metadata; and post-production for creating the project from the essence.

[0022] In another aspect, the present invention provides a production system for creating a project from an essence, comprising: a pre-production for creating metadata used for accounting for the essence; a production for creating the essence and for storing the essence and the metadata correlatively with each other on a recording medium; and a post-production for creating the project from the essence; wherein an operation in the production is performed using the metadata generated at the time of the pre-production.

[0023] In its one aspect, the present invention provides an archiving system for archiving an essence, comprising: production for creating the essence and for generating metadata used for accounting the essence; archiving means for archiving the essence and the metadata correlatively with each other; and means for controlling the archiving means so that an operation for the essence will be performed using the metadata.

[0024] In another aspect, the present invention provides an archiving system for archiving an essence, comprising: production for creating the essence and for generating metadata used for accounting the essence; archiving means for archiving the essence and the metadata correlatively with each other; and controlling means for controlling the archiving means so that asset management for the essence archived by the archiving means will be performed based on the metadata.

[0025] In another aspect, the present invention provides a method for archiving an essence, comprising: creating the essence and generating metadata used for accounting the essence; performing an operation for the essence using the metadata; and archiving and essence and the metadata correlatively with each other.

[0026] In another aspect, the present invention provides a method for archiving an essence, comprising: creating the essence and generating metadata pertinent to the essence; and performing control based on the metadata so that an asset management for the essence archived will be performed to archive the essence and the metadata correlatively with each other.

[0027] In its one aspect, the present invention provides a distribution system for allotting an essence, comprising: a production for creating the essence and for generating metadata pertinent to the essence; a post-production for performing postproduction processing on the essence; and distribution means for allotting the essence using metadata generated at the time of the production.

[0028] In another aspect, the present invention provides a distribution system for allotting an essence, comprising: a production for creating the essence and for generating metadata pertinent to the essence; a post-production for performing post-production processing on the essence; and distribution means for allotting the essence; wherein an operation of the distribution means is controlled using the metadata used at the time of the production.

[0029] In another aspect, the present invention provides a distribution method for allotting an essence, comprising: creating the essence and generating metadata pertinent to the essence; performing post-production processing on the essence; and allotting the essence using metadata generated at the time of the production.

[0030] In another aspect, the present invention provides a distribution method for allotting an essence, comprising: creating the essence and generating metadata pertinent to the essence; performing post-production processing on the essence; and controlling an operation of distribution, using the data, to allot the essence.

[0031] In its one aspect, the present invention pro-

vides an authoring system for creating a package medium from an essence, comprising: a production for creating the essence and for generating metadata pertinent to the essence; a post-production for performing post-production on the essence; and authoring means for creating the package medium from an essence processed with post-production, using metadata generated at the time of the production.

[0032] In another aspect, the present invention provides an authoring method for creating a package medium from an essence, comprising: creating the essence and generating metadata pertinent to the essence; performing post-production on the essence; and creating the package medium from an essence processed with post-production using metadata.

[0033] In another aspect, the present invention provides an authoring method for creating a package medium from an essence, comprising: generating metadata pertinent to the essence; creating the essence; performing post-production on the essence; and creating the package medium from an essence processed with post-production using the metadata.

[0034] In its one aspect, the present invention provides an asset management system for managing an essence, comprising: a pre-production for generating metadata indicating the rights of the essence and; a production for creating the essence; asset management means for performing asset management processing on the essence; and means for controlling the asset management means so that a circulation operation of the essence will be performed based on the metadata.

[0035] In another aspect, the present invention provides an asset management system for managing an essence, comprising: means for creating the essence and for generating metadata specifying rights pertinent to the essence; asset management. means for performing asset management processing on the essence; and means for controlling the asset management means, based on the metadata, so that a circulating operation of the essence will be performed based on the metadata.

[0036] In another aspect, the present invention provides an asset management method for managing an essence, comprising: generating metadata indicating the rights of the essence; creating the essence; and performing control based on the metadata so that a circulating operation of the essence will be performed to effect asset management processing on the essence.

[0037] In another aspect, the present invention provides an asset management method for managing an essence, comprising: creating the essence and for generating metadata specifying rights pertinent to the essence; and performing control based on the metadata so that a circulation operation of the essence will be performed to effect asset management processing for the essence.

[0038] In its one aspect, the present invention provides a production system for creating a programme from an essence, comprising: a production for creating the essence and for generating UMID (unique material identifier) for discriminating the essence; a post-production for editing the essence for generating the programme; and means for controlling an operation in the post-production based on the UMID.

[0039] In another aspect, the present invention provides a production method for creating a programme from an essence, comprising: creating the essence and for generating UMID (unique material identifier) for discriminating the essence; and controlling an operation in the post-production based on the UMID to edit the essence to generate the programme.

[0040] In its one aspect, the present invention provides a production system for creating an essence, comprising: means for generating a plurality of metadata which are data pertinent to the essence and which are respectively identified by SMPTE (Society of Motion Picture and Television Engineers) labels; means for receiving the essence and the plural metadata and analyzing the SMPTE labels to extract pre-set metadata from the plural metadata; and means for controlling the processing relevant to the essence based on the extracted metadata.

[0041] In another aspect, the present invention provides a control method of a production system for creating an essence, comprising: generating a plurality of metadata which are data pertinent to the essence and which are respectively identified by SMPTE (Society of Motion Picture and Television Engineers) labels; receiving the essence and the plural metadata and analyzing the SMPTE labels to extract pre-set metadata from the plural metadata; and controlling the processing relevant to the essence based on the extracted metadata.

Brief Description of the Invention

[0042] Fig.1 shows a system structure showing the structure of a programme creation and distribution system embodying the present invention.

[0043] Fig.2 shows a system structure showing the structure of a production system in the programme creation and distribution system.

[0044] Figs.3A and 3B schematically show a data structure of the SDI format.

[0045] Figs.4A and 4B schematically show a data structure of the SDTI format.

[0046] Fig.5 schematically shows a data structure of the SDTI-CP format.

[0047] Fig.6 schematically shows a data structure of the KLV format.

[0048] Fig.7 schematically shows a data structure of UMID.

[0049] Fig.8 shows contents of a metadata dictionary which is a dictionary rule taking a universal label standardized in the SMPTE298M into keys.

[0050] Fig.9 shows the contents of a metadata dictionary.

[0051] Fig.10 shows the contents of a metadata dictionary.

[0052] Fig.11 shows the contents of a metadata dictionary.

[0053] Fig.12 shows the contents of a metadata dictionary.

[0054] Fig.13 shows the contents of a metadata dictionary.

[0055] Fig.14 shows the contents of a metadata dictionary.

[0056] Fig.15 shows the contents of a metadata dictionary.

[0057] Fig.16 shows the contents of a metadata dictionary.

[0058] Fig.17 shows the contents of a metadata dictionary.

[0059] Fig.18 shows the contents of a metadata dictionary.

[0060] Fig.19 shows the contents of a metadata dictionary.

[0061] Fig.20 shows the contents of a metadata dictionary.

[0062] Fig.21 shows the contents of a metadata dictionary.

[0063] Fig.22 shows the contents of a metadata dictionary.

[0064] Fig.23 shows the contents of a metadata dictionary.

[0065] Fig.24 shows the contents of a metadata dictionary.

[0066] Fig.25 shows the contents of a metadata dictionary.

[0067] Fig.26 shows the contents of a metadata dictionary.

[0068] Fig.27 shows the contents of a metadata dictionary.

[0069] Fig.28 shows the contents of a metadata dictionary.

[0070] Fig.29 shows the contents of a metadata dictionary.

[0071] Fig.30 shows the contents of a metadata dictionary.

[0072] Fig.31 shows the contents of a metadata dictionary.

[0073] Fig.32 shows the contents of a metadata dictionary.

[0074] Fig.33 shows the contents of a metadata dictionary.

[0075] Fig.34 shows the contents of a metadata dictionary.

[0076] Fig.35 shows the contents of a metadata dictionary.

[0077] Fig.36 shows the contents of a metadata dictionary.

[0078] Fig.37 shows the contents of a metadata dictionary.

[0079] Fig.38 schematically shows the structure of an asset management system along with the processing sequence of the programme creation and distribution operation in the programme preparation and distribution system.

[0080] Fig.39 is a flowchart for illustrating the programme preparation distribution operation in the programme preparation and distribution system.

Best Mode for Carrying Out the Invention

[0081] Referring to the drawings, preferred embodiment of the present invention are explained in detail.

[0082] The present invention is applied to a programme preparation and distribution system 100 configured as shown for example in Fig.1.

[0083] This programme preparation and distribution system 100 includes a distributed. programme editing system 10, connected over a gigabit Ethernet 1, a production system 20, a news system 30, an archive system 40, a programme distribution system 50 and an acquisition system 60 for acquiring the video or audio to be furnished to the production system 20.

[0084] The programme preparation and distribution system 100 is a system for so-called pre-production processing prior to shooting in which a producer or a director and the staff members consult as to the programme distribution contents. The persons concerned in preparing a programme are adapted to consult on the programme distribution contents through plural workstations connected t othe gigabit Ethernet 1.

[0085] The production system 20 is a system for shooting and programme preparation by image or speech collection and includes a recording management system 21 in which recording staff members input necessary items, a production management system 22, an ingest system 23 for storing the video or audio acquired by the acquisition system 60, a coding system 24 for coding processing of the speech or the audio, an editing/ processing system 25 for editing the speech or the audio, and a CG creation system 26 for displaying an image in superposition by computer graphics (CG) to crate a weather map or letters, as shown for example in Fig.2.

[0086] The recording management system 21 is made up of plural workstations 21A, connected to the gigabit Ethernet 1, and is adapted to permit a news writer to enter an article through the workstations 21A. The production management system 22 is made up e.g., of a device controller 22A and an A/V server 22B, connected to the gigabit Ethernet 1. The ingest system 23 is made up of a reproducing device23A for reproducing the video or audio recorded on a video tape, a telecine device 23B for converting an image imaged on a film into video signals, and a plurality of ingest clients 23C connected to the gigabit Ethernet 1, and is configured for storing the video or the audio acquired by the acquisition system 60 through the reproducing device23A and the telecine device 23B on the ingest clients 23C. The coding system 24 is made up of a coding controller 24A, an

MPEG encoder 24B and an MPEG decoder 24C, connected to the gigabit Ethernet 1. The editing/ processing system 25 is made up of an off-line editing device 25A, an on-line editing device 25B, a video processing device 25C and an audio processing device 25D.

[0087] The news system 30 is a system for collectively managing the news information and manages on-air items and materials, that is manages which material is undergoing which stage of processing.

[0088] The archive system 40 is a system preserving video and audio data, and includes an archive manager 40A and a petasite 40B, connected to the gigabit Ethernet 1. In the petasite 40B are preserved essence and metadata.

[0089] The programme distribution system 50 includes a server controller 51, an authoring system 52, a web system 53 and an on-air server 54, connected to the gigabit Ethernet 1. The programme distribution system 50 also includes a routing switch 55 for selecting the on-air programme.

[0090] The acquisition system 60 is made up of a video camera 61, a relaying car 62 etc.

[0091] This programme preparation and distribution system 100 is a picture processing system in which a broadcasting station, a video producing firm etc has the functions of recording the video or the audio, referred to below as material, editing and processing these materials to prepare a picture for distribution, and of preserving the pictures. In the picture processing steps, such as recording, editing or preserving the materials, the supplementary information for discriminating the materials in detail is inputted to the recording medium or a dedicated recording server in the picture processing steps, such as recording, editing or preserving the materials.

[0092] As the supplementary information, metadata is used. The metadata denotes data for stating the necessary information for discriminating the materials obtained on recording, such as recording time, recording ID, recording title, or the name of a photographer or a reporter.

[0093] In the present programme preparation and distribution system 100, the transmission format used in transmitting video or audio data or the metadata is the SDI (Serial Digital Interface) as a digital transmission format standardized by SMPTE. Fig.3A shows the structure of the entire SDI format data.

[0094] The SDI format includes a 4-dot EAV (End of Video) area, indicating the end of synchronization, a 268-dot AND (ancillary) area,. a 4-dot SAV (start of video) area, indicating start synchronization, and a 140-dot active video area, and is made up of 525 lines. The numerals entered in parentheses indicate the values defined in accordance with the PAL (phase alternation line) system.

[0095] The active video area includes a 9-line vertical blanking portion (VBK_1), a 10-line optional blanking portion (OBK_1), a 244-line active video portion (ACV_1), a 9-line vertical blanking portion (VBK_2), a 10-line optional blanking portion (OBK_2) and a 243-line active video area (ACV_2).

[0096] The SDI is a format for transmitting the non-compression digital data, such as D1 or D2 format, in which audio data is stored in an ancillary area and video data such as D1 or D2 is stored in the active video area. In the SDI format, metadata are transmitted by being inserted into the ancillary area.

[0097] Fig.3B shows one line of the SDI format. In transmission, data with 10 bits per line is transmitted on parallel/serial conversion and transmission path encoding.

[0098] As the transmission format for transmitting video, audio and metadata in the picture processing system, there are an SDTI (Serial Digital Transfer Interface) format for transmitting the data compressed by the MPEG system or the DV system, or the SDTI-CP (Serial Digital Transfer Interface - Content Package) format, which is further limited from SDTI format, may be used in addition to the above-described SDI format.

[0099] Fig.4A shows a data structure of the SDTI format. Similarly to the SDI format, the SDTI format has a 4-dot EAV (end of video) area, indicating the end synchronization, a 268-dot ANC (ancillary) area and a 4-dot SAV (Start of Video) area, indicating the start synchronization. However, in the SDI format, the active video area, constituted by 525 lines in the SDI format, is defined to be the payload area. It is noted that numerals in parentheses indicate values defined by the PAL (phase alternation line) system.

[0100] In the SDTI format, the payload area has blank data portions (BDT_1, BDT_2) and data portions (DT_1, DT_2). However, the number of lines in each data portion is not defined.

[0101] Fig.4B shows a line of the SDTI format. When data is transmitted by the SDTI format, data of 10 bit width per line is transmitted on parallel/serial conversion and transmission path encoding.

[0102] In the SDTI format, 53-word SDTI header data, in which to insert the transmission source address, destination address and the line number. CRC etc, is contained in the ancillary area. In the SDTI format, the metadata is inserted into an area of the ancillary area excluding the SDTI header data.

[0103] Fig.5 shows a data area of the SDTI-CP format data structure. The packet structure in the SDTI-CP is further limitation of the SDTI format and modifies the payload structure to facilitate insertion of variable data.

[0104] The data transmitted by the SDTI-CP format includes not only MPEG (Moving Picture Experts Group) 2 video elementary stream, but a variety of data, such as supplementary data, including audio data or metadata, which may be transmitted collectively with the MPEG2 Video Elementary Stream.

[0105] The data inserted into the payload is partitioned by "items", while the variable data is included in each item. Specifically, there are four sorts of items,

namely a System Item, a Picture Item, an Audio Item and an Auxiliary Item.

[0106] The System Item has areas such as System Item Bitmap, Content Package rate, SMPTE Universal Label, Package Metadata Set, Picture Metadata Set, Audio Metadata Set and Auxiliary Metadata Set.

[0107] In the SDTI-CP format, metadata is inserted into Package Metadata Set, Picture Metadata Set, Audio Metadata Set and Auxiliary Metadata Set for transmission.

[0108] The metadata is the inherent data added and inputted to discriminate materials such as video and audio data, and is transmitted in accordance with the KLV (Key Length Value) consistent with the SMPTE standard and also in accordance with the UMID (Unique Material Identifier) data format.

[0109] The KLV format is the data transmitting format having three areas, namely a 16-byte Universal Label Data Key stating the Universal Label Data, a Value Length indicating the data length of metadata stored in the Value area and a Value in which to store the actual metadata corresponding to the SMPTE Dictionary. Fig. 6 shows the KLV format.

[0110] The Universal Label Data Key is a data area for applying unique labelling to stored metadata. The Universal Label Data Key is further divided into a UL (Universal Label) Header area, including a 1-byte Object ID, and a 1-byte UL (Universal Label) Size, a UL (Universal Label) Designators area, including a UL (Universal Label) Code, SMPTB Design, Registry Design, Data Design and Reference Version, each being 1-byte, and a 9-byte Data Element Tag area.

[0111] The UMID is an identifier uniquely determined for discriminating video data, audio (speech) data and other material data. Fig.7 shows a UMID data structure.

[0112] The UMID is made up of a Basic UMID as ID for discriminating material data made up of a sequence of pictures, speech and metadata, referred to below as contents, and Extended UMID as a signature for discriminating the respective contents in the material data.

[0113] The Basic UMID has a 32-byte data area, which is made up of a 12-byte Universal Label area, a 1-byte Length Value area, a 3-byte Instance Number area and a 16-byte material Number area.

[0114] The Universal Label area has codes for discriminating digital data stored therein, as standardized in detail in SMPTE-298M. The Length Value area denotes the length of UMID. Since the Basic UMID differs in code length from Extended UMID, the Basic UMID is denoted by 13h and the Extended UMID is denoted by 33h. The Instance Number area indicates whether or not the material data has been processed with overwrite processing or editing processing. The Material Number area has three areas, in which are stored codes for distinguishing material data.

[0115] The Time Snap, indicated by 4 bytes, denotes the number of snap clock samples per day. That is, it denotes the time of preparation of the material data in terms of clocks as unit. The 8-byte Rnd (random number) is a random number which prevents duplex numbers from being affixed in case incorrect time is set or in case the network address of an equipment defined by IEEE (The Institute of Electrical and Electronics Engineers) is changed.

[0116] On the other hand, the Extended UMID is made up of 8-byte Time/Date Code for discriminating the time and the date of preparation of a material in question, 12-byte Spatial Co-ordinates, defining the correction concerning the time of preparation of the material (time difference information) or the position information represented by the latitude, longitude or altitude, 4-byte Alphanumeric Code (Country) defining the name of a nation 4 by abbreviated alphabetical letters or symbols, 4-byte Alphanumeric Code (Organization) defining a name of an organization, and 4-byte Alphanumeric Code (User) defining the name of a user who prepared a material.

[0117] It is noted that metadata indicating the picture size, generation number etc is not contained in the above-described Basic UMID or Extended UMID. In particular, the Material Number is not indicative of the other information concerning the status or the picture of a material. The metadata indicating the picture size or the generation number is transmitted based on the KLV format.

[0118] It is noted that, in a metadata dictionary, which is the dictionary provisions which have taken the universal label standardized in the SMPTE 298M into keys, the metadata having the following data elements are prescribed:

[0119] That is, there are prescribed, as names of data elements corresponding to the SMPTE label, class 11D and locators (IDENTIFIERS & LOCATORS), globally unique ID (Globally Unique Identifiers), UMID video (UMID Video), UMID audio (UMID Audio), UMID data (UMID Data), UMID system (UMID System), International Broadcasting Organization ID (International Broadcasting Organization Identifiers), organization division (Organization Identifiers), Programme ID (Programme Identifiers), UPID (UPID), UPN (UPN), media ID (Physical Media Identifier), tape ID (Tape Identifier), EBU ID NO (IBTN), ISO ID (ISO Identifiers), ISO audio visual NO (ISAN), ISO book NO (ISBN), ISO serial NO (ISSN), ISO musical work code (ISWC), ISO printed music NO (ISMN), ISO commercial ID (ISCI), ISO recording code (ISRC), ISO report NO (ISRN), ISO term synopsis (ISBD), ISO textual work code (ISTC), digital object ID (D01), compound ID (Compound IDs), serial item and contribution ID (SICI), serial item and contribution ID (SICI), book item and component ID (SICI), audio visual item and component ID (AICI), distributot ID (PII), object ID (Object Identifiers) and Internet global unique ID (GUID), as shown with #1 to #33 in Fig.8.

[0120] There are also prescribed, as names of data elements corresponding to the SMPTE label (GUID and SMPTE label identifiers), meta data object ID (MobID),

details of the object ID (Definition object identifiers), details of the object ID (DefinitionObject identifiers), container version indication (GenerationAUID), CNIR (CNRI Handles), device ID (Device Identifiers), device designation (Device Designation), device preparation (Device Make), device model (Device Model), device serial NO (Device Serial Number), globally unique locators (Globally Unique Locators), unique resource ID (UR locators (and "Identifiers"), unique resource locators (URL), unicord URL string (URLString), continuation URL(PURL), resource name (URN), media locator (Media locators), local ID (Local Identifiers), administrative identifiers (Administrative identifiers), transmitting ID (Transmission Identifiers) archive identifier (Archive Identifier), item ID (Item ID), accounting reference NO (Accounting Reference), Transmission Billing (Traffic), physical media ID (Physical Media Identifiers), film code (Film codes), reel NO (Reel/Roll number), tape ID (tape number), object ID (Object Identifiers) and locally unique ID (LUID), as shown with #34 to #66 in Fig.9.

[0121] There are also prescribed, as data element names corresponding to the SMPTE labels, slot ID (SlotID), object text ID (Object text identifiers), name of group (Mob_name), name of slot (SlotName), object name (DefinitionObject_Name), local locators (Local Locators), local media locator (Local Media locators), local file path (Local File Path), film locator (Film Locators), edge code (Edge Code), frame code (Frame Code), key code (Key Code), Ink No (Ink number), segment start code (EdgeCode_Start), proxy locator (Proxy locators); proxy key text (Key text), proxy key frame (Key Frame), proxy key sound (Key Sound), key data (Key data or programme), free writing (Free-form, human readable locator),. free writing name (TextLocator_Name), title (Titles), title kind (Title kind), main title (Main Title), subtitle (Secondary title),. series NO (Series number), episode. NO (Episode Number), scene number (Scene Number), take NO (Take Number), owner (Unique IPR Identifiers), owner by CISAC (IPI (SUISA/CISAC)), natural person/legal entity (Natural Person/legal entity) and ID by AGICOA (AGICOA/MPAA),as shown with #67 to #99 in Fig.10.

[0122] There are also prescribed, as names of data elements associated with the SMPTE label, AGICOLA ID (AGICOLA/MPAA Identifier), class 2 administration (ADMINISTRATION), supplier (Supplier), source organization (Source Organization), contract NO (Supply contract number), original producer name (Original Producer Name), product (Product), the total number of episodes in a series (Total number of Episodes in a Series), rights (Rights), copyright (Copyright), copyright status (Copyright Status), copyright owner (Copyright Owner), intellectual rights (Intellectual Rights), intellectual rights type (IP type), details of IP rights (IP Rights), legal personalities (Legal personalities),. owner (Rights Owner), rights management authority (Rights Management Authority), interested parties (Interested Parties), ancillary information to property rights (IP Rights options), maximum number of usages (Maximum Number of Usages), licence options (Licence options), financial information (Financial information), currency (Currency), payments and costing (Payments and costing), royalty information (Royalty Financial Information), profit information (Income), royalty financial information (Royalty Financial Information), access permission (Permitted Access), access level (Restrictions on Use), security (Security) and degree of technical access (System Access), as shown with #100 to #132 in Fig.11.

[0123] There are also prescribed, as names of data elements associated with the SMPTE label, a user name (Username), a user name (User Name), a password (Password), a password (Password), a motion picture film (Film), a scramble key kind (Scramble key kind), a scramble key value (Scramble key value), a publication outlet (Publication Outlet), a broadcast outlet information (Broadcast), broadcaster (Broadcaster), a name (Name), a channel (Channel), a transmission medium (Transmission Medium), a broadcast region (Broadcast Region), broadcast and repeat statistics (Broadcast and Repeat Statistics), a first broadcast flag (First Broadcast Flag), a repeat number (Repeat Number), a current repeat number (Current repeat number), a previous repeat number (Previous repeat number), a rating (Rating), an audience rating (Audience rating), an audience reach (Audience reach), other ratings (Other ratings), participating parties (Participating parties), representative persons (Persons (Groups and Individuals)), nature of person (Group of individuals) (Nature of Person (Group of individuals)), support and administration (Support and Administration), support and administration staffs (Support/Administration Status)), organizations and public bodies (Organizations. or Public Bodies) and kinds of organizations and public bodies (Kind of Organizations or Public Bodies), as shown with #133 to #165 in Fig.12.

[0124] There are also prescribed, as names of data elements associated with the SMPTE label, a production (Production), a film labo (Contribution Status), support and administration (Support and Administration), a support and administration staff (Support and Administration Status), job function information (Job Function Information), a job function (Job Function), a role (Role/ Identity), contact information (Contact Information), contact kind (Contact kind), contact department (Contact Department), representative (Person or Organization Details), person name (Person name), a family name (Family name), a first given name (First Given name), a second given name (Second Given name), a third given name (Third Given name),a group name (Group name), a main name (Main name), a supplementary name (Supplementary name), an organization name (Organization name), a main name (Main name), a supplementary organization name (Supplementary organization name), a class 3 interpreter (INTERPRETATIVE), fundamental information (Fundamental), countries (Countries), an ISO 3166 country code (ISO

3166 Country Code System), an ISO 3166 country code (ISO 3166 Country Code System), an ISO language code (ISO language code), an ISO language code (ISO language code), interpretative parameters (Data Interpretations), OS characteristics (Operating system interpretations), a fundamental 4 definitions (Fundamental Dimensions) and length (Length), as shown with #166 to #198 in Fig.13.

[0125] There are also prescribed, as names of data elements associated with the SMPTE label, a length system (Length System), a length system (Length System), a length unit (Length Unit), a length unit (Length Unit), a time system (Time System), a time system (Time System), a time unit (Time Unit), a time unit (Time Unit), a mass (Mass), an energy (Energy), human assigned (Descriptive-Human Assigned), categorization (Categorization), content classification (Content Classification), a type (Type), a genre (Genre), target audience (Target Audience), cataloguing (Cataloguing and Indexing), catalogue history (Catalogue History), current status of metadata (Status of Data Set), current status of metadata (Status of Data Set), ID in use (Cataloguing, Indexing or Thesaurus system used), a theme (Theme), a genre (Genre), a sub-code (Subject Code), a keyword (Keywords), a key frame (Key Frame), key sounds (Key Sounds), key data (Key data), textural description (Textural Description), an abstract (Abstract), a purpose (Purpose) and description (Description), as shown with #199 to #231 in Fig.14.

[0126] There are also prescribed, as names of data elements associated with the SMPTE label, a color descriptor (Color descriptor), a format descriptor (Format descriptor), a stratum (Stratpm), a stratum kind (Stratum kind), supplementary information (Supplementary Information), assessments (Assessments), awards (Awards), individual (Individual), a programme (Programme), qualitative values (Qualitative Values), asset values (Asset Values), content value (Content Value), cultural quality (Cultural Quality), aesthetic value (Aesthetic Value), historic value (Historic Value), technical value (Technical Value), other values (Other Values), descriptors (Descriptors (Machine Assigned or Computed)), categorization (Categorization), content classification (Content Classification), cataloguing (Cataloguing and Indexing), catalogue history (Catalogue History), current status of metadata (Status of Data Set), cataloguing (Cataloguing and Indexing), a keyword (Keywords), a key frame (Key Frame), key sounds (Key Sounds), key data (Key data), textural description (Textural Description), a stratum (Stratum), a stratum kind (Stratum kind), a class 4 parameter (PARAMETRIC) and video encoding parameters (Video Essence Encoding Characteristics), as shown with #232 to #264 in Fig. 15.

[0127] There are also prescribed, as names of data elements associated with the SMPTE label, video fundamental characteristics (Video Fundamental Characteristics), a video source device (Video Source Device), OE conversion system (Fundamental opto-electronic formulation), gamma characteristics (gamma information), gamma equation (Gamma Equation), gamma (Gamma), luminance equation (Luma Equation), colorimetry code (Colorimetry Code), scanning information (Fundamental sequencing and scanning), a component sequence (Signal Form Code), color frame index (Color Field Code), a vertical rate (Vertical Rate), a frame rate (Frame Rate), image dimensions (Image dimensions), number of lines (Image lines), a total number of lines per frame (Total Lines per frame), active lines/frame (Active Lines per frame), leading lines (Leading Lines), trailing lines (Trailing Lines), horizontal and vertical dimensions (Horizontal and Vertical dimensions), an aspect ratio (Display Aspect Ratio), an image aspect ratio (Image Aspect Ratio), a capture aspect ratio. (Capture aspect ratio), a stored height (Stored Height), a stored width (StoredWidth), a sampled height (Sampled Height), a sampled width (Sampled Width), a sampled X offset (Sampled X Offset), a sampled Y offset (Sampled Y Offset), a display height (Display Height), a display width (Display Width), and a display X offset (Display X Offset), as shown with #265 to #297 in Fig.16.

[0128] There are also prescribed, as names of data elements associated with the SMPTE label, a display Y offset (Display Y Offset), video coding characteristics (Video Coding Characteristics), an analogue video system (Analogue Video System), a luminance sampling rate (Luminance Sample Rate), active samples per line (Active Samples per Line), total samples per line (Total Samples per Line), bits per pixel (Bits per Pixel), sampling information (Sampling Information), a sampling hierarchy code (Sampling Hierarchy Code), horizontal sampling ratio (Horizontal Subsampling), color siting (ColorSiting), a rounding method code (Rounding Method Code), a filtering code (Filtering Code), a sampling structure (Sampling Structure), sampling structure code (Sampling Structure Code), a frame layout (FrameLayout), line field information (VideoLineMap), alpha transparency (AlphaTransparency), a component. width (ComponentWidth), black reference level (BlackReferencelevel), white reference level (WhiteReferencelevel), color dynamic range (ColorRange), a pixel layout (PixelLayout), a color palette (Palette), pallet layout (PalletLayout), number of same data in the horizontal direction of original signals (Is Uniform), number of stored neighboring bytes (Is Contiguous), JPEG table (JPEG Table ID), TIFF parameters (TIFFDescriptor_Summary), MPEG coding characteristics (MPEG coding characteristics), MPEG-2 coding characteristics (MPEG-2 coding characteristics), field frame type code (Field Frame Type Code) and film parameters (Film parameters), as shown with #298 to #330 in Fig. 17.

[0129] There are also prescribed, as names of data elements associated with the SMPTE label, a film to video parameters (Film to Video parameters), field dominance (Field Dominance), frame phase sequence

(Framephase sequence), film pulldown characteristics (Film Pulldown characteristics), a pulldown sequence (pulldown sequence), a pulldown phase (Pull down phase), a pulldown kind (Pulldown kind), a pulldown direction (Pulldown Direction), a pulldown phase (Phase Frame), a film frame rate (Film Frame Rate), 24.00 fps (Capture Film Frame Rate), 23.976 fps (Transfer Film Frame rate), special frame rate (FilmDescriptor_Framerate), film characteristics (Film characteristics), film aperture characteristics (Film capture aperture), film color process (Film Color Process), edge code format (Code-Format), header text (Header), video and film test parameters (Video and Film test parameters), video test parameters (Video test parameters), Test parameters (Test parameters), a test result (real number) (Test Result (real)), test result (integer) (Test Result (integer)), storage alignment (Video digital storage alignment), buffer size on frame storage (Image Alignment Factor), client fill start (Client Fill Start), client fill end (Client Fill End), padding bits (Padding Bits) and audio essence encoding characteristics (Audio Essence Encoding Characteristics), as shown with #331 to #363 in Fig.18.

[0130] There are also prescribed, as names of data elements associated with the SMPTE label, audio fundamental characteristics (Audio Fundamental Characteristics), audio source device (Audio Source Device), fundamental audio formulation (Fundamental audio formulation), audio channel division (Electro-spatial formulation), audio filtering characteristics (Filtering applied), audio reference level (Audio reference level), number of audio channels in mix (Number of audio channels in mix), number of mono channels (Mono channels), number of stereo channels (Stereo channels), number of tracks (Physical Track number), a film sound source (Film sound source), optical track (Optical track), magnetic track (Magnetic track), analogue audio coding characteristics (Analogue Audio Coding Characteristics), an analogue system (Analogue system), audio sampling characteristics (Digital Audio Sampling Characteristics), sample rate (Sample rate), clock frequency (Reference clock frequency), bits per sample (Bits per sample), a rounding law (Rounding law), dither (Dither), audio coding characteristics (Digital Audio Coding Characteristics), a coding law (Coding law), number of layers (Layer number), an average bit rate (Average Bit rate), a fixed bitrate (Fixed bitrate), audio test parameters (Audio test parameters), SNR (Signal to noise ratio), weighting (Weighting), audio summary information (Audio summary information), AIFC format summary (AIFCDescriptor_Summary), WAVE format summary (WAVEDescriptor_Summary) and an encoding method (Data. Essence Encoding Characteristics), as shown with #364 to #396 in Fig.19.

[0131] There are also prescribed, as names of data elements associated with the SMPTE label, fundamental characteristics (Data Essence Fundamental Characteristics), information of original source signals (Analogue Data Essence Coding Characteristics), analogue data coding (Analogue Data Coding), digital coding characteristics (Digital Data Coding Characteristics), original recording data (Data test parameters), metadata encoding characteristics (Metadata Encoding Characteristics), metadata fundamental characteristics (metadata fundamental characteristics), time code characteristics (Timecode Characteristics), time code kind ((Timecode kind), time code kind ((Timecode kind), a drop frame (Drop), LTC/VITC (Source Type), time code time base (Timecode Timebase), frames/sec (FPS), user bit ON/OFF (Timecode User bit flag), start address (Start), time code sampling rate (TimecodeStream_Sample Rate), time code data itself (Source), time code with sync signal (IncludeSync), analogue metadata information (Analogue Metadata Coding Characteristics), an analogue metadata carrier (Analogue Metadata Carrier), digital metadata information (Digital Metadata Coding Characteristics), digital metadata carrier (Digital Metadata Carrier), metadata test characteristics (Metadata test parameters), system and control Encoding characteristics (System & Control Encoding Characteristics), system and control fundamental characteristics (System & Control Fundamental Characteristics), original analogue signal information (Analogue System & Control Coding Characteristics), analogue system (Analogue System & Control Coding), original digital signal information (Digital System Coding Characteristics), digital metadata information (Digital System Metadata Sampling Characteristics), original signal metadata characteristics. (System. Metadata test parameters) and general encoding characteristics (general encoding characteristics), as shown with #397 to #429 in Fig.20.

[0132] There are also prescribed, as names of data elements associated with the SMPTE label, general essence encoding characteristics (General Essence Encoding Characteristics), a sampling rate (Samplerate), a length (Length), container encoding characteristics (Container encoding characteristics), byte sequence (ByteOrder), storage medium parameters (Storage Medium parameters), a tape cartridge format (Tape cartridge format), video tape gauge (Videotape gauge and format), tape size (FormFactor), a signal form (VideoSignal), a tape format (TapeFormat), recording length (Length), tape manufacturer (TapeDescriptor_ManufacturerID), a tape model (Model), disc recorder parameters (Disc recorder parameters), disc kind (Disc kind and format), film medium parameters (Film Medium Parameters), film stock manufacturers (Film stock manufacturers), a film stock. type (Film Stock type), perforation information (PerforationPerFrame), a film kind (FilmKind), a film format (FilmFormat), a film aspect ratio (FilmAspectRatio), manufacturer (Manufacturer), a model (Model), a film gauge (Film gauge and format), (Object Characteristics (Placeholder)), device characteristics (Device Characteristics), camera characteristics (Camera Characteristics), optical characteristics (Optical Characteristics), focal length (Focal length), a

CCD size (Sensor Size), and a lens aperture (Lens Aperture), as shown with #430 to #462 in Fig.21.

[0133] There are also prescribed, as names of data elements associated with the SMPTE label, a CCD size of original signals (Sensor Type Code), a field of view (Field of View), special lens (Anamorphic lens characteristics), optical test parameters (Optical Test Parameters), sensor characteristics (Optical sensor characteristics), flare characteristics (Flare), microphone characteristics (microphone Characteristics), a sensor type (Sensor type), polar characteristics (Polar characteristics), image characteristics (Image Characteristics), an image category (Image Category), class 5 creation process (PROCESS), process status flag (Process Indicators), fundamental information (Fundamental), shot, clip, segment indication (Integration Indication), a quality flag (Quality Flag), physical instance category (Physical Instance Category), capture (Capture), digital or analogue origination (Digital or analogue origination), microphone position (Microphone Placement techniques), dubbing information (Manipulation), number of times of change (Simple Flagging), copy numbers (Copy Number), a clone number (Clone Number), work in progress flag (Work in Progress Flag), analogue digital mixing (Digital or analogue mix), payload compression hysteresis (Downstream Processing History), a video compression history (Video Compression History), a video compression algorithm (Video Compression Algorithm), compression hysteresis data set (MPEG2 dynamic coding historical dataset), a noise reduction algorithm (Video Noise Reduction Algorithm), and compression (Compression), as shown with #463 to #495 in Fig. 22.

[0134] There are also prescribed, as names of data elements associated with the SMPTE label, audio compression history (Audio Compression History), audio compression algorithm (Audio Compression Algorithm), audio compression history data (MPEG-2 Audio Dynamic coding history), a noise reduction algorithm (Audio Noise Reduction Algorithm), a data compression history (Data Compression History), metadata compression history (Metadata Compression History), MPEG process (MPEG processing), splicing metadata (Splicing Metadata), correction of the essence (Enhancement of Modification), correction of video signals (Video processing), description of correction (Enhancement of Modification Description), device designation (Video processor settings (Device-specific)), device kind (Device kind), device parameters (Device parameters), device parameter setting (Device parameter setting), audio processing (Audio processing), description of correction (Enhancement of Modification Description), audio processor settings (Device-specific), a device kind (Device kind), device parameters (Device parameters), device parameter setting (Device parameter setting), correction of data (Data processing), description of correction (Enhancement of Modification Description), data processor settings (Data processor settings (Device-specific)), a device kind (Device kind), device parameters (Device parameters),. device parameter setting (Device parameter setting), editing information (Editing Information), editing version information (Editing version information), file format version (Version), editing details (Editing decisions), a file format version (Version), editing details (Editing decisions), contents of change (RelativeScope) and change slot (RelativeSlot), as shown with #495 to #528 in Fig.23.

[0135] There are also prescribed, as names of data elements associated with the SMPTE label, an original signal group (SourceMobSlotID), fade information default (DefFadeType), editing matte information (Editing matte information), editing event information (Editing event information), comment (Event_Comment), event ON/OFF information (ActiveState), edit effect information (Edit effect information), audio fade-in type (FadeInType), audio fade-out type (FadeOutType), control point (ControlPoint_Value), a constant value (ConstantValue_Value), hint 'Edithint), transient information (IsTimeWarp), category information (Category), input segment number (NumberInputs), bypass information (Bypass), editing web information (Editing web information), start (BeginAnchor), end (Endanchor), editing user notes (Editing user notes), tag information (TaggedValue_Name), value information (TaggedValue_Value), class 6 inter-data information (RELATIONAL), relation (Relationship), relation kind (Relatives), correlative values (Essence to Essence), a source material (source material), UMID (Source material UMID), a source material (source material), most recent edit text (Most Recent Edit text), and most recent edit UMID (Most recent edit UMID), as shown with #529 to #561 in Fig.24.

[0136] There are also prescribed, as names of data elements associated with the SMPTE label, metadata to essence (Metadata to Essence), metadata to metadata (Metadata to Metadata), object to object (Object to Object), metadata to object (Metadata to Object), relation to production materials (Related production material), programme support material (Programme support material), relation to advertising material (Programme advertising material), relation to CM (programme commercial material), numerical sequence (Numerical sequence), numerical sequence in sequence (Numerical sequence in sequence), offset information (Relative position in sequence (value)), preview, next information (Relative position in sequence (value)), preview, next information (Relative position in sequence (descriptive)), structural relationship (Relationship structures), relationship in contents (Containing relations), contents themselves (Contains one), a still frame (Still Frame), a hot spot matte (Hot Spot Matte), annotation (Annotation), translation (Rendering), pull-in (InputSegment), Selection (Selected), effect on transition (Operation Group), web addresses (Manufacturing Info), content group (Content), content description (Dictionary), essence description (Essence Description), segment description (Segment), contains set (contains set), param-

eters (Parameters), alternate segments (Alternates), group (Mobs), and essence data (Essence Data), as shown with #562 to #594 in Fig.25.

[0137] There are also prescribed, as names of data elements associated with the SMPTE label, properties (Properties), locators (Locators), class definition (class definitions), type definition (type definitions), operating definitions (Operation Definitions), parameter definitions (Parameter Definitions), data definitions (Data Definitions), plugin descriptors (Plugin Descriptors), codec descriptions (codec descriptions), container description (Container Definitions), interpreter description (Interpolator Definitions), comments (Comments), contains order set (Contains order set), different format specifications (Choices), input segments (Input Segments), nesting information (NestedScope_Slots), components (Components), locators (Locators), ID lists (Identification List), group slot (Mob_Slots), point values (PointList), contains stream of data (Contains stream of data), data (Data), ID (Sample Index), weak reference relation (Weak reference relation), weak reference to one object (Weak reference to one object), generation (Generation), data definition (Data Definition), operational definition (Operational Definition), source ID (SourceID), kind of effect (Control Point_Type), post-editing ID (Operation Definition_DataDefinition) and control type (Parameter Definition_Type), as shown with #595 to #627 in Fig.26. There are also prescribed, as names of data elements associated with the SMPTE label, property (Property Definition_Type), category (Category Class), file descriptors (FileDescriptor Class), group name (MobID), container format (Container Format), description on parameters (Definition), parameter types (Parameter_type), interpretation (Interpolation), data type (TaggedValue_Type), strong relevance of objects (Type Definition Strong Object Reference_Referenced Class), weak relevance of objects (Type Definition. Weak Object Reference_Referenced Class), underline element type (Type Definition PixedArray_Element Type), variable array element type (Type Definition PixdArray_Element Type), fixed array element type (Type Definition VariableArray_Element Type), description on element type (Type Definition String_Element Type), a string element (Type Definition String_Element Type), a stream element (Type Definition Stream_Element Type), weak reference set (Set of weak references), plugin descriptors (Plugin Descriptors), parameters (ParametersDefined, data definitions (Data Definitions), an ordered set of weak references (Ordered set of weak references), degradation of properties (Degrade To), member types (Member Types), class relations (Class Relations), parent class (Parent class), parent class (Parent class), child class (Child class), instances of class (Instance of class), an object class (Object Class), and metadata object definitions (Metadata object definitions), as shown with #628 to #660 in Fig.27.

[0138] There are also prescribed, as names of data elements associated with the SMPTE label, property (Property definition), hint (Is Searchable), essential/optional (Is Optional), default conditions (Default Value), local ID (local Identification), type definition (Type definition), size (Size), specified size (Is Signed), element name (TypeDefinitionEnumeration_Element Names), element name (Type Definition Enumeration_Element Values), number of arrays (Element Count), member names (Member Names), name of extension (Type Definition Extendible Enumeration_Element Names), name of extension (Type Definition Extendible Enumeration_Element Vales), instance description (Instance descriptions), description (Description), container definitions (Container definitions), essence labels (Essence Is Identified), code objects (Related Code Objects), plugin code objects (Relations to plugin code objects), name (Name), plug-n (Plugin Descriptor_Identification), description (Description), version number (Version Number), a version string (Version String), manufacturers (Manufacturer), manufacturer ID (Manufacturer ID), platforms (Platform), platform versions (Min Platform Version), platform OS versions (Max Platform Version), plugin engines (Engine), mini engine version(MinEngine Version) and max engine version(MaxEngine Version), as shown with #661 to #693 in Fig.28.

[0139] There are also prescribed, as names of data elements associated with the SMPTE label, API plugin (Plugin API), mini plugin of API (Mini Plugin API), max plugin API (Max Plugin API), software (Software Only), accelerator (Accelerator), authentication (Authentication), relation to application codes (Relation to application code objects), company name (Company Name), product name (Product Name), product number (Product ID), a product version (Product Version), product version string (Product Version String), a toolkit version (Toolkit Version), a platform (Platform), class 7 space time (SPATIO-TEMPORAL), position and space vectors (Position and Space Vectors), an image coordinate system (Image Coordinate System), map datum used (Map Datum Used), an absolute position (Absolute Position), local datum absolute position (Local Datum Absolute Position), local datum absolute position accuracy. (Local Datum Absolute Position Accuracy (m)), a device code (device altitude (m)), a device code (device altitude (meters, concise)), device latitude (Device Latitude (degrees)), device latitude (Device Latitude (degrees, concise)), device longitude (Device Longitude (degrees)), device longitude (Device Longitude (degrees, concise)); device size (X) (device X Dimension(m)), device size (Y) (device Y Dimension(m)); a subject absolute position (Subject Absolute Position) and frame position accuracy (Frame Position Accuracy (m)), as shown with #694 to #726 in Fig.29.

[0140] There are also prescribed, as names of data elements associated with the SMPTE label, a frame centrelatitude (Frame Centre Latitude (degrees), a frame centre latitude (Frame Centre Latitude (degrees, concise), a frame centre longitude (Frame Centre Longitude (degrees), a frame centre longitude (Frame Cen-

tre Longitude (degrees, concise), a frame centre longitude (Frame Centre Longitude (degrees), a frame centre latitude longitude (Frame Centre Lat-Long), a relative position (Relative Position), a local datum relative position (Local Datum Relative Position), local datum relative position accuracy (Local Datum Relative Position Accuracy), a device relative position (Device Relative Position), device relative position accuracy (Device Relative Position Accuracy), a device relative position (X) (Device Relative Position X (meters)), a device relative position (Y) (Device Relative Position Y (meters)), a device relative position (Z) (Device Relative Position Z (meters)), a device relative position (Device Relative Position), subject relative positional accuracy (Subject Relative Positional Accuracy (meters)), image position information (Image Position Information), a position within viewed image x coordinate (pixels) (position within viewed image x coordinate (pixels)), a position within viewed image y coordinate (pixels) (position within viewed image y source image centre (x pixel), source image centre (x pixel) (Source image centre x coordinate (pixels)), source image centre (y pixel) (Source image centre y coordinate (pixels)), a view port image centre (x pixel) (Viewport image e centre x coordinate (pixels)), a view port image centre (y pixel) (Viewport image centre y coordinate (pixel (y pixel)s)), rate and direction of positional change (Rate and Direction of Positional Change), device rate and direction of positional changes (Device Rate and Direction of Positional Changes), an absolute device rate and direction of positional changes (Absolute Device Rate and Direction of Positional Changes), device movement speed (Device Absolute Speed (meters/sec)), device heading (Device Absolute Heading (degrees)), relative device rate and direction of positional change (Relative Device Rate and Direction of Positional Change), device relative speed (Device Relative Speed (metres/sec)), device relative setting (Device Relative Setting (degrees)), subject rate and direction of positional change (Subject Rate and Direction of Positional Change), absolute subject rate and direction of positional change (absolute subject rate and direction of positional change) and subject absolute speed (metres/sec)), as shown with #727 to #759 in Fig. 30.

[0141] There are also prescribed, as names of data elements associated with the SMPTE label, subject absolute heading (subject absolute heading (degrees)), subject absolute heading (Subject Absolute Heading (degrees)), relative subject rate and direction of positional change (Relative Subject Rate and Direction of Positional Change), subject relative speed (Subject Relative Speed (metres/sec)), subject relative heading (subject relative heading (degrees)), angular specifications (angular specifications), device angles (Device angles), sensor roll angle (degrees) (Sensor Roll Angle (degrees)),an angle to north (Angle to North (degrees)), an obliquity angle (Obliquity Angle (degrees)), subject angles (Subject Angles(degrees)), distance measurements (Distance Measurements), a device to subject distance (Device to Subject Distance), a slant range (slant range (metres)), distance (Dimensions), subject dimensions (Subject Dimensions), a target width (Target Width), essence positions (Studio and Location Dimensions), media dimensions (Media Dimensions),a physical media length (Physical Media Length (metres)), image size (Image Dimensions), pan and scan image dimensions (Pan and Scan Image Dimensions), a viewport height (Viewport height), a viewport width (Viewport width), abstract locations (Abstract Locations), place names (Place Names), gazetteer used (Gazetteer used), specified names (Place keyword), country codes (Country Codes), object country code (Object Country Code), country code of shoot (Country Code of Shoot), country code of setting (Country Code of Setting (Characterised Place)), country code of copyright license (Country Code of Copyright License) and country code of IP license (Country Code of IP License), as shown with #760 to #792 in Fig.31.

[0142] There are also prescribed, as names of data elements associated with the SMPTE label, regions in a country (Regions), regions of object (Region of Object), regions of shoot (Regions of Shoot), regions of setting (region of setting (Characterised Place)), region or area of Copyright License (Region or Area of Copyright License), region or area of IP License (Region or Area of IP License), a postal address (Postal Address), room numbers (Room Number), street number or building name (Street Number or Building Name), streets (Street),, a postal town (Postal Town), city (City), state or province or county (State or Province or County), postal code (Postal Code), country (Country), setting addresses (Setting Address (Characterised Place)), setting room numbers (setting room number), setting street number or building name (Setting Street Number or Building name), setting streets (Setting Street), setting towns (Setting Town), setting city (Setting City), setting state of province or county, (Setting State of Province or County), a Setting postal code (Setting Postal Code), setting country (Setting Country), setting description (Setting Description), electronic addresses (Electronic Address), telephone number (Telephone Number), fax number (FAX Number), e-mail address (e-mail address), date and time information (Date and Time) and material date and time (Material Date and Time), as shown with #793 to #825 in Fig.32.

[0143] There are also prescribed, as names of data elements associated with the SMPTE label, operational date and time (Operational Date-Time Stamps), creation date and time (Creation Date-Time Stamps), creation date and time (Creation Date-Time Stamps), last modified data and time (Last Modified Date-Time Stamps), user defined date and time (User Defined Date-Time Stamps), user defined date and time (User Defined Date-Time Stamps), absolute date and time (Absolute Date and Time), start date and time (Start Date and Time), end date and time (End Date and Time),

segment start date and time (Segment Start Date and Time), segment end date and time (Segment End Date and Time); relative date and time (Relative Date and Time), media start date and time (Start Date and Time), media .end date and time (End Date and Time), segment start date and time (Segment Start Date and Time), segment end date and time (Segment End Date and Time), time interval (Material Durations), absolute time interval (Absolute Durations), time duration of contents (Time Duration), segment time duration (Segment Duration), frame counts (Frame Count), segment frame counts (Segment frame count), textless black duration (Textless Black Duration), relative durations (Relative Durations), time duration (Time Duration), segment duration (Segment Duration), film frame interval (Frame Count), segment frame count (Segment frame count), rights date and time (Rights Date and Time), copyrights date and time (Copyright Date and Time), IP rights date and time (IP rights date and times) and license date and time (License date and times), as shown with #826 to #858 in Fig.33.

[0144] There are also prescribed, as names of data elements associated with the SMPTE label, option start date and time (Option start date and time), license end date and time (License end date and time), option end date and time (Option end date and time), rights durations (Rights Durations), copyrights durations (Copyrights Durations), IP rights durations (IP Rights Durations), license durations (License durations), optional durations (Option duration), cataloguing date and time (Cataloguing date and time), creation date and time (Creation date and time), last modified date and time (Last Modified), event date and time (Event Date and Time), absolute date and time of event (Absolute Date and Time), start date and time of event (Start Date and Time), project start date and time (Project Mission Start Date and Time), scene start. date and time (Scene Start Date and Time), shot start date and time (Shot Start Date and Time), broadcast start date and time (Broadcast Start Date and Time), absolute end times (Absolute end times), project mission end date and time (Project Mission End Date and Time), scene end date and time (Scene End Date and Time), shot end date and time (Shot End Date and Time), broadcast end date and time (Broadcast End Date and Time), relative date and time (Relative Date and Time), event relative start date and time (Relative Start Times), project relative start date and time (Project Mission Start Date and Time), scene relative start date and time (Scene Start Date and Time), shot relative start date and time (Shot Start Date and Time), broadcast relative start date and time (Broadcast Start Date and Time), relative end time (Relative End Times), project relative end date and time (Project Mission End Date and Time), scene relative end date and time (Scene End Date and Time) and shot relative end date and time (Shot End Date and Time), as shown with #859 to #891 in Fig.34.

[0145] There are also prescribed, as names of data elements associated with the SMPTE label, relative broadcast end date and time (Broadcast End Time), event duration information (Event Durations), absolute duration information (Absolute Durations), absolute event time duration (Time Duration), relative durations (Relative Durations), relative event time durations (Time Duration), editing date and time (Editing Date and Time), editing length (Length), editing position (Position), relative start time (StartTime), speech fade-in length (FadeInLingth), speech fade-out length (Fade Out Length), cut point standard (Cut Point), time standard (Time), last edit date and time (last Modified), ID of last modified results) (LastModified), last creation date and time (Last Modified), ID of last modified results (Last Modified), date and time of last creation (Creation Time), speech soft cut default standard (Default Fade Edit Unit), event time unit standard (Event Mob Slot_Edit Rate), slot time unit standard (Timeline Mob Slot_EditRate), date of final correction (Identification_Date), slot origin (Origin), process date and time (Process Date and time), technical modification date and time (Technical Modification date and time), simple correction date and time (Editorial Modification date and time), broadcast date and time (Broadcast Date and Time), cassation date and time (Cassation Date and Time), setting date and time (Characterised Time Period), term of validity of keywords (Time Period Keyword Thesaurus), time unit of keyword (Time Period of Keyword), delay time (Delay) and the encoding/decoding information (Encoding/Decoding Information), as shown with #892 to #924 in Fig.35.

[0146] There are also prescribed, as names of data elements associated with the SMPTE label, encoding delay. (Encoding Delay), decoding delay (Decoding Delay), buffer delay (Buffer Delay), latency information (Latency), temporal information (Temporal Shape (Shuttering etc) (PLACEHOLDER)), shutter characteristics (Shutter characteristics (placeholder)), shutter speed (Shutter speed (placeholder)), shutter gating characteristics (Shutter Gating (placeholder)), class 14 user data (USER ORGANIZATION REGISTERED), publicly registered user organization metadata (publicly registered user organization metadata), private metadata (Privately registered user organization metadata), metadata for US Department of Defence Agency (DoD Metadata), UAV metadata (UAV metadata), RQ1A metadata (RQ1A metadata), RQ1A closed caption metadata (RQ1A closed caption Set) and class 15 experimental metadata (experimental metadata), as shown with #925 to #940 in Fig.36.

[0147] In this programme preparation and distribution system, essence data and metadata are converted into the MXF file format when transmitted on the gigabit Ethernet 1. For example, there are occasions wherein the video essence recorded on a recording medium becomes a sole MXF file or a sole MXF file is prepared from a sole video programme, wherein the unit of the essence can be freely set depending on the application.

[0148] A metadata MXF file 200 is made up of a pre-

amble portion 201 for stating metadata, a main portion (body portion) 202 for stating the essence data, an index portion 203 containing an index table and a postamble unit 204, as shown in Fig.37.

[0149] The preamble portion 201 is made up of a universal label 205, an allocation table 206 and an overall metadata area 207. The universal label 205 of this metadata MXF file 200 has the same syntax structure as the universal label of the KLV coding. The allocation table 206 is a table on which is registered the allocation information of each objet in the overall metadata area 207.

[0150] The overall metadata area 207 is an area in which is stated metadata registered in a metadata dictionary which is the dictionary provision in which the universal label standardized in the SMPTE 298M is taken into keys. A Header_Object 210 is a root object for indicating each object of this overall metadata area 207. Specifically, there are provided in the node of this Header_Object 210 Identification_Object 211, Master_Metadata_Object 212, Source_Metadata_Objet 213 and Essence_Data_Object 214. Since the master essence is made up of plural sorts of source essences, metadata concerning the master essence and metadata concerning the source essence are expressed by another object in this overall metadata area 207.

[0151] The Master_Metadata_Object 212 is an object containing metadata for explaining the properties of each essence contained in this metadata MXF file 200 and pointers for pointing to a Master_Timeline_Track_Objects 215. The Master_Timeline_Track_Objects 215 is an object which defines and explains tracks contained in this metadata MXF file 200 and which points to a Master_Clip_Object 216. A track herein means a unit set from one essence sort, such as video or audio, to another, whilst clip means an editing clip provided for respective in- and out-points in essence editing and has a unit different from that of a scene. The Master_Clip_Object 216 is an object containing metadata indicating which source material is being used, and also containing a pointer indicating the Source_Metadata_Objet 213.

[0152] The Source_Metadata_Objet 213 is an object provided for each source essence constituting a master essence and is an object containing metadata concerning the source essence and a pointer indicating a Source_Timeline_Track_Object 217. The Source_Timeline_Track_Object 217 is an object set from one track of each source essence to another and includes metadata concerning each track and a pointer for indicating a Source_Clip_Object 218. The Source_Clip_Object 218 is an object set from one clip contained in each track constituting each source essence, and includes metadata concerning the clip and a pointer for indicating an Essence_Clip 219. Therefore, the Essence_Clip 219 is an object containing data of clips constituting the essence.

[0153] In this programme preparation and distribution system 100, programme preparation and distribution processing is carried out in accordance with a work flow shown in Figs.38 and 39.

[0154] That is, in the work flow of this programme preparation and distribution system 100, the pre-production processing executed by the distributed programme editing system 10 is shown as a programme planning processing PLN in which an acquisition processing ACQ is carried out by the acquisition system 60 and the material storage (ingestion) processing ING, editing processing ED, CG generating processing (CG creation) processing CGC and audio creation processing AUC are carried out to prepare a distribution programme. On the distribution programme, so prepared, the program distribution processing DST and the programme archiving processing are executed by the programme distribution system 50 and by the archive system 40, respectively,

[0155] In this programme preparation and distribution system 100, metadata indicating the variable information is generated from project to project, from medium to medium, from scene to scene or from frame to frame, to realize an asset management by controlling the archive system 40 depending on metadata.

[0156] Among the metadata generated from project to project, there are metadata indicating variable information, such as main title (Main Title), secondary title (Secondary Title (Sub-Title)), series (Series Number), episodes (Episode), original (Original Bock/Title), author (Original Author/Writer), director (Director), right (Right) or copyright (Copyright).

[0157] Among metadata generated from medium to medium, there are metadata indicating variable information, such as real (roll) number (Real Number (Roll Number)), or frame rate (Frame rate).

[0158] Among metadata generated from scene to scene, there are metadata indicating the variable information, such as performers (Cast Actor/Actress), elements (Elements), screen play (Screen Play), scene description (Scene Description), sets (Set), properties (Properties), unit/crew/staff (Unit/Crew/Staff), camera setup data (Camera Setup Data), writing information (Writing Info), video format (Video Format), audio format (Audio Format), audio channel assignment (Audio Channel Assignment), motion capture data (motion capture data), comment (Comment), telecine data (Telecine Data), composers of sound track (SoundTrack(Music)), song writers (Song Writer), an arranger (Arranger), compositing information (Compositing Info), visual effect (Visual Effects), sound effects (Sound. Effects), V-Chip information (V-chip information) or generation (Generation (Number of copies)).

[0159] Among metadata generated from frame to frame, there are metadata indicating variable information, such as scene number (Scene Number), shot number (Shot Number), take number (Take Number), OK shot/NG shot (OK shot/NG shot), UMID (video) (UMID for video essence), UMID (audio) (UMID for audio essence), UMID (others) (UMID for Others), places

(Places), GPS latitude (GPS Latitude), GPS longitude (GPS Longitude), GPS altitude (GPS Altitude), camera ID (Camera ID), camera lens (Camera Lens Data), lens ID (Lens ID), focus (Focus), zoom (Zoom), iris (Iris), tripod angle information (Tripod), tripod ID (Head ID), pan (Pan), tilt (Tilt), roll (Roll), dolly position information (Dolly), arm height (Arm Height), position (Travel) and closed caption (Closed Caption).

[0160] In the pre-production step executed by the distributed programme editing system 10, planning processing PP1, casting (Casting) processing PP2, storyboard processing PP3, screen play processing PP4, location hunting processing PPS and scheduling processing PP6, are carried out.

[0161] In the planning processing PP1 for inspecting the programme contents, there are generated metadata such as main title (Main Title), secondary title (Secondary Title (Sub-Title)), series (Series Number), episodes (Episode), original (Original Bock/Title), author (Original Author/Writer), director (Director), element (Element), comment (Comment), composer (Composer) of sound track (soundtrack(Music)), song writers (Song Writer), arrangers (Arranger), rights (Right), copyright (Copyright) or V-Chip information (V-Chip info). In the stage of the casting processing PP2, metadata indication the information determining the performers, metadata indicating the variable information such as performers (Cast Actor/Actress) or unit/crew/staff (Unit/Crew/Staff) is generated. In the stage of the storyboard processing PP3 for inspecting the programme contents, there are generated metadata such as scene number (Scene Number), shot number (Shot Number), set (Set), properties (Properties), video format (Video Format), frame rate (Frame rate), audio format (Audio format) or audio channel assignment (Audio Channel Assignment). In the stage of screen play processing PP4 of ascertaining the screen play, there are generated metadata such as screen play (Screen Play), scene description (Scene Description), place (Place) and closed caption.

[0162] The metadata indicating variable information such as main title (Main Title), secondary title (Secondary Title (Sub-Title)), series (Series Number), episodes (Episode), original (Original Bock/Title), author (Original Author/Writer) or director (Director), are generated after the project and are utilized for the casting (Casting) processing PP2, storyboard processing PP3, screen play processing PP4, location hunting processing PP5 and scheduling processing PP6, while being utilized for the acquisition processing ACQ by the acquisition system 60, authoring processing (Authoring) by the production system 20, programme distribution processing DST by the programme distribution system 50 or the programme archiving processing ARV by the archive system 40.

[0163] The variable metadata, generated by the distributed programme editing system 10 in the pre-production stage, are transmitted over the gigabit Ethernet 1 to the archive system 40 for storage in a petasite 40B of the archive system 40. The production system 20, new system 30, archive system 40, programme distribution system 50 and the acquisition system 60 are able to capture the variable metadata stored in the petasite 40B of the archive system 40 over the gigabit Ethernet 1 as necessary.

[0164] Meanwhile, there are occasions wherein the variable metadata, generated in the pre-production stage, are modified and rewritten in the variable processing stages which will be explained subsequently.

[0165] The acquisition system 60 takes the metadata required for acquisition equipments, that is shot devices, to execute the acquisition processing ACQ.

[0166] In the acquisition processing ACQ, executed by the acquisition system 60, metadata indicating the real (roll) number (Real Number (Roll Number)), scene number (Scene Number), take number (Take Number), OK shot/NG shot (OK shot/NG shot), UMID (video) (UMID for video essence), UMID (audio) (UMID for audio essence), UMID (data) (UMID for data essence), UMID (others), (UMID for Others), camera setup data (Camera Setup Data), camera ID (Camera ID), camera lens (Camera Lens Data), lens ID (Lens ID), focus (Focus), zoom (Zoom), iris (Iris), tripod angle information (Tripod), tripod ID (Head ID), pan (Pan), tilt (Tilt), roll (Roll), dolly position information (Dolly), arm height (Arm Height) or position (Travel), are generated.

[0167] The variable metadata, generated in the acquisition processing stage by the acquisition system 60, is supplied along with the image and speech information, obtained on acquisition, to the production system 20.

[0168] The production system 20 executes an ingesting (Ingesting) processing PR1, telecine (Telecine) processing PR2, dupe (Dupe) processing PR3, off-line editing (Off-line Editing) processing PR4, complete edit (Complete Edit) processing PR5, voice over (Voice Over) processing PR6, sound effect (Sound Effect) processing PR7, sound sweetening (Sound Sweetening) processing PR8, CG creation (CG Creation) processing PR9 and finishing (Finishing) processing PR10.

[0169] The ingesting (Ingesting) processing PR1 in the production system 20 stores the variable metadata generated on acquisition by the acquisition system 60 along with the video or audio information. The telecine processing PR2 converts the video or audio information recorded on the film obtained by the acquisition system 60 into television signals. The off-line editing processing PR4 performs material editing operations on the video and audio data (material data), based on the information concerning the material added as metadata, to prepare an editing decision list (EDL) which is the metadata derived from the editing results. The editing results indicate the in- and out-points on the recording medium and the information concerning the edit points represented by the real number 1 or the time code. The present complete edit (Complete Edit) processing PR5 executes

complete editing on the material stored by the telecine processing PR2 using the EDL prepared by the off-line editing processing PR4. The finishing (Finishing) processing PR9 completes the distributed programme using the video and audio data completely edited by the complete editing processing PR5 and an audio material processed with voice over (Voice Over) processing PR5. There are occasions wherein the CG picture prepared by the CG creation (CG Creation) processing CGC or the material stored in the archive system 40 is used at this time.

[0170] The programme distribution system 50 executes the authoring processing of distributing the distribution programme completed by the finishing (Finishing) processing PR9 as a package medium or the distribution processing of distributing the programme over a radio network or a wired network.

[0171] The programme preparation and distribution system 100 of the above-described structure inputs, in the pre-production stage executed by the distributed program editing system 10 and in the casting processing PP2 such metadata as main title (Main Title), secondary title (Secondary Title (Sub-Title)), series (Series Number), episodes (Episode), original (Original Bock/Title), author (Original Author/Writer), director (Director), composer (Composer) of sound track (SoundTrack (Music)), song writers (Song Writer) or arrangers (Arranger), to a computer or a portable telephone device, and sends to the production system 20 the input metadata co-packed with the video or audio information obtained on acquisition by the acquisition system 60, to perform timing designation of flowing the staff roll in the off-line editing processing PR4 in the production system 20 to automatically generate characters consistent with the metadata co-packed with the audio or video information to effect complete edit processing PR5.

[0172] In this programme preparation and distribution system 100, a database is constructed in which the archive system 40 manages metadata in a concentrated fashion along with the essence such as video and audio data. By the distributed programme editing system 10, the metadata inputted at the planning processing PP1 and at the casting processing PP2 is registered in the database managed in a concentrated fashion by an archival manager 40A of the archive system 40, at the same time as a tag specifying the registered metadata is issued. This tag is co-packed with the video and audio information obtained on acquisition by the acquisition system 60. In the production system 20, the timing to flow the staff roll is specified during the off-line processing PR4 in the production system 20. In accordance with the specified timing, the metadata is taken out from the database pointed by the tag co-packed with the video information or the audio information to generate the corresponding character automatically to effect complete editing processing.

[0173] That is, with the present programme preparation and distribution system 100, it is possible to construct a supporting system of automatically generating the character of the staff roll using the metadata.

[0174] In this programme preparation and distribution system 100, the GPS data indicating the place, position or time of acquisition is inputted as metadata in the stage of the acquisition processing ACQ by the acquisition system 60 and the input metadata is co-packed with the audio or video information obtained on acquisition by this acquisition system 60. At the off-line editing processing PR4 in the production system 20, an editor is able to execute temporal programme distribution without the editor becoming conscious of the presence of the GPS data. At the CG creation processing PR9, retrieval is made from the database showing a separately provided database, using tag data indicating the position or time co-packed in the video or audio information to output map graphics to complete the programme employing the map graphic by the complete editing processing PR5.

[0175] In this case, as when automatically generating the character, the metadata indicating the position or time can be registered in the database managed in a concentrated fashion by the archival manager 40A of the archive system 40 to support the CG creation processing PR9.

[0176] That is, in this programme preparation and distribution system 100, the GPS data and map data can be matched to each other, using metadata, to construct the CG creation supporting system.

[0177] If it is attempted to prepare contents using the VTR, a large amount of a material video tape is produced in acquisition. For example, if a 30-minute document is to be created, 50 to 100 material tapes are produced and necessary cuts are selected therefrom and connected together to prepare contents.

[0178] Thus, in this programme preparation and distribution system 100, metadata of such items as UMID (video) (UMID for video essence), reminiscent of contents acquired in the material tape (UMID for video essence), UMID (audio) (UMID for audio essence), UMID (data) (UMID for data essence), UMID (others) (UMID for others), reel (roll) number (Real Number (Roll Number), tape ID (Tape ID), tape number (Tape IDNumber), object ID (object ID), main title (Main Title), secondary title (Secondary Title (Sub-Title)), series (Series Number), episodes (Episode), metadata to essence (Metadata to Essence), locators (Locators) or essence descriptions (Essence Descriptions), are co-packed and recorded along with the video or audio information. This enables the production system 20 to read out the metadata at the time of reproduction to retrieve the cuts as necessary from the material tape quickly, using the read-out metadata as clue. In this case, metadata of items reminiscent of the contents recorded in the material tape is co-packed with the video or audio information and recorded in synchronism in a video frame or the contents of tens to hundreds of video tapes are collected and recorded on a controllable external recording me-

dium.

[0179] That is, in this programme preparation and distribution system 100, a supporting system can be constructed in which the labor in tape screening operations can be diminished with the aid of metadata.

[0180] Moreover, in this programme preparation and distribution system 100, metadata of items concerning the telecine, such as vertical rate (Vertical rate), a frame rate (Frame Rate), total number of lines/frame (Total lines per Frame), active lines/frame (Active Lines per Frame), aspect ratio (Display Aspect Ratio), image aspect ratio (ImageAspectRatio), stored height (Stored Height), sample, height. (Sample Height), sample width (Sample Width), sample X offset (SampledX Offset); sample Y offset (SampledY Offset), display width (Display Width), displayX Offset (DisplayX Offset) or video coding characteristics (Video Coding Characteristics) are co-packed and recorded along with the video or audio information. In this manner, in the complete edit processing PR5, output trimming positions can be calculated using metadata recorded in keeping with the output format after the editing operation following the output format to obtain an output.

[0181] Also, in this programme preparation and distribution system 100, the essence data and metadata when transmitted on the gigabit Ethernet 1 are converted to the MXF file format, such that, in the editing operation by the production system 20, the status of the material used in the editing operation is stated as hysteresis in the header information. The contents makeup can be comprehended from the header information. The Clip_object, for example, terms the scene or cut a clip and indicates the time code indicating the temporal beginning or end, as described above. The contents are a set of clips. By sequentially searching the information indicated by the clip in the chronological sequence, it is possible to know the time code as a chapter candidate. Since the number of ultimate chapters is smaller than the number of change points of clips, the entire chapters can be determined by selecting only necessary ones of candidate chapters.

[0182] Thus, in this programme preparation and distribution system 100, in distributing the contents prepared by the production system 20 by mediums, such as DVD or LD, the MFX file headers are searched for packages, the editing operations of which has been completed by the production system 20, the MFX file headers are searched to list up candidates of chapter points and the chapter points ahead and in back of the candidates are viewed to select only necessary chapter points to convert the format for distributing the contents to the mediums, such as DVD or LD, by way of authoring processing. That is, in this authoring system 52, authoring processing of the editing video programme is performed from the metadata specifying the logical structure of the video programme.

[0183] In addition, in this programme preparation and distribution system 100, in which the information such as rights concerning performers from scene to scene (Rights), copyright (Copyright), intellectual rights (Intellectual Rights), owners (Rights Owner), payments and costing information (Payments and costing), is logged and recorded simultaneously as metadata, it is possible to trace clips if such clips are sliced.

[0184] According to the present invention, in which the essence is created, metadata for describing the essence is generated when creating the essence, the essence and the metadata are correlated with each other, and the operation to be performed on the archived essence is controlled based on the metadata to perform the asset management on the essence, it is possible to process a sequence of operations from the acquisition and preparation to the editing, sending out and archiving efficiently.

[0185] Moreover, according to the. present invention, in which the essence is created, metadata for explaining the essence is generated, the essence and the metadata are archived in relation with each other, and the metadata is used to control the operation performed on the archived essence, asset management may be performed on the essence.

[0186] Also, according to the present invention, in which metadata for explaining the essence is generated and the essence and the metadata are controlled based on the above-mentioned information to effect the asset management on the essence, it is possible to realize efficient processing of a sequence of operations from acquisition and creation to the editing, sending out and archiving.

[0187] In addition, according to the present invention, in which the information specifying the attributes of the essence, the essence and the information are recorded correlatively with each other on a recording medium and the recording and/or reproducing operations for reproducing the essence from the recording medium is controlled based on the above-mentioned information, to perform the asset management on the essence, it is possible to realize efficient processing of a sequence of operations from acquisition and creation to the editing, sending out and archiving.

[0188] Furthermore, according to the present invention, in which metadata for specifying the attributes of the essence or metadata or identifying the essence is generated, and the operation of archiving the essence correlatively with the metadata is controlled using the metadata, to perform the asset management for the essence, it is possible to realize efficient processing of a sequence of operations from acquisition and creation to the editing, sending out and archiving.

[0189] According to the present invention, by creating an essence and generating metadata used for accounting for the essence, it is possible to create the project from the essence efficiently using the metadata.

[0190] Also, according to the present invention, by creating an essence, generating metadata used for accounting for the essence, and controlling an operation

of post-production based on the metadata, it is possible to create the project from the essence efficiently.

[0191] Also, according to the present invention, by creating an essence, generating metadata used for accounting for the essence, and performing an operation of post-production correlatively with the metadata, it is possible to create the project from the essence efficiently.

[0192] Also, according to the present invention, by creating an essence and generating metadata used for identifying the essence, it is possible to create the project from the essence efficiently using the metadata generated at the time of the production.

[0193] Also, according to the present invention, by creating an essence, generating metadata used for identifying the essence, and controlling an operation of postproduction based on the metadata, it is possible to create the project from the essence efficiently.

[0194] Further, according to the present invention, by creating an essence, generating metadata used for identifying the essence, and performing an operation of post-production correlatively with the metadata, it is possible to create the project from the essence efficiently.

[0195] According to the present invention, by generating metadata for accounting for the essence, performing an operation of the production using the metadata, and creating the essence, it is possible to create the project from the essence efficiently.

[0196] Also, according to the present invention, by generating metadata for accounting for the essence, creating the essence and storing the essence and the metadata correlatively with each other on a recording medium, and performing an operation of production using the metadata, it is possible to create the project from the essence efficiently.

[0197] According to the present invention, by creating the essence and generating metadata used for accounting the essence, and performing control based on the metadata so that an asset management for the essence archived will be performed to archive the essence and the metadata correlatively with each other, it is possible to archive the essence efficiently.

[0198] Also, according to the present invention, in a method for archiving an essence, by creating the essence and generating metadata used for accounting the essence, performing an operation for the essence using the metadata, and archiving and essence and the metadata correlatively with each other, it is possible to archive the essence efficiently.

[0199] Also, according to the present invention, in a method for archiving an essence, by creating the essence and generating metadata used for accounting the essence, and controlling a reproducing operation for the essence archived, using the metadata, the essence and the metadata are archived correlatively with each other. Thus, it is possible to archive the essence efficiently.

[0200] Also, according to the present invention, in a method for archiving an essence, by creating the essence and generating metadata used for accounting the essence, and controlling a retrieving operation for the essence archived, using the metadata, the essence and the metadata are archived correlatively with each other. Thus, it is possible to archive the essence efficiently.

[0201] Also, according to the present invention, in a method for archiving an essence, by creating the essence and generating metadata pertinent to the essence, and performing control, using the metadata, so that an operation for the essence archived will be performed, the essence and the metadata are archived correlatively with each other. Thus, it is possible to archive the essence efficiently.

[0202] Also, according to the present invention, in a method for archiving an essence, by creating the essence and generating metadata pertinent to the. essence, and performing control based on the metadata so that an asset management for the essence archived will be performed, the. essence and the metadata are archived correlatively with each other. Thus, it. is possible to archive the essence efficiently.

[0203] Also, according to the present invention, in a method for archiving an essence, by creating the essence and generating metadata pertinent to the essence, and controlling a reproducing operation for the essence archived, using the metadata, the essence and the metadata are archived correlatively with each other. Thus, it is possible to archive the essence efficiently.

[0204] Also, according to the present invention, in a method for archiving an essence, by creating the essence and generating metadata pertinent to the essence, and controlling a retrieving operation for the essence archived, using the metadata, the essence and the metadata are archived correlatively with each other. Thus, it is possible to archive the essence efficiently.

[0205] According to the present invention, by creating the essence and generating metadata pertinent to the essence, and performing post-production processing on the essence; it is possible to allot the essence efficiently using metadata generated at the time of the production.

[0206] Also, according to the present invention, by creating the essence and generating metadata pertinent to the essence, performing post-production processing on the essence, and controlling an operation of distribution, using the data, it is possible to allot the essence efficiently.

[0207] Also, according to the present invention, in a distribution method for allotting an essence, by creating the essence and generating metadata used for accounting for the essence, and performing post-production processing on the essence, it is possible to allot the essence efficiently, using the metadata generated at the time of the production.

[0208] Further, according to the present invention, in a distribution method for allotting an essence, by creating the essence and generating metadata used for accounting for the essence, performing post-production

processing on the essence, and controlling an operation of the distribution, using the metadata used at the time of the production, it is possible to allot the essence efficiently.

[0209] According to the present invention, by creating the essence and generating metadata pertinent to the essence, performing post-production on the essence, and creating the package medium from an essence processed with post-production using metadata, it is possible to create a package medium efficiently from an essence.

[0210] Also, according to the present invention, by generating metadata pertinent to the essence, creating the essence, performing post-production on the essence, and creating the package medium from an essence processed with post-production using the metadata, it is possible to create a package medium efficiently from an essence.

[0211] Also, according to the present invention, by creating the essence and generating metadata used for accounting for the essence, and creating the package medium from an essence processed with post-production, using the metadata, it is possible to create a package medium efficiently from an essence.

[0212] Further, according to the present invention, by generating metadata used for accounting for the essence, creating the essence; performing post-production on the essence, and creating the package medium from an essence processed with post-production, using metadata generated at the time of the pre-production, it is possible to create a package medium efficiently from an essence.

[0213] According to the present invention, by generating metadata indicating the rights of the essence, and performing control based on the metadata so that a circulating operation of the essence will be performed, asset management processing is effected on the essence. Thus, it is possible to manage the essence efficiently.

[0214] Also, according to the present invention, by generating metadata specifying rights pertinent to the essence, and performing control based on the metadata so that a circulation operation of the essence will be performed, asset management processing is effected on the essence. Thus, it is possible to manage the essence efficiently.

[0215] Also, according to the present invention, by generating metadata specifying rights pertinent to the essence, and performing control based on the metadata so that a re-utilizing operation of the essence will be performed, asset management processing is effected on the essence. Thus, it is possible to manage the essence efficiently.

[0216] Also, according to the present invention, by creating the essence and generating metadata specifying rights pertinent to the essence, and performing control based on the metadata so that a re-utilizing operation of the essence will be performed, asset management processing is effected on the essence. Thus, it is possible to manage the essence efficiently.

[0217] According to the present invention, by creating the essence and for generating UMID (unique material identifier) for discriminating the essence, controlling an operation in the post-production based on the UMID, and editing the essence, the programme is generated. Thus, it is possible to create the programme efficiently from the essence.

[0218] Also, according to the present invention, by creating the essence and for generating UMID (unique material identifier) for discriminating the essence, controlling an archiving operation of archiving an essence generated by production processing and/or an essence processed with post-production based on the UMID, and editing the essence, the programme is generated. Thus, it is possible to create the programme efficiently from the essence.

[0219] According to the present invention, by generating a plurality of metadata which are data pertinent to the essence and which are respectively identified by SMPTE (Society of Motion Picture and Television Engineers) labels, receiving the essence and the plural metadata and analyzing the SMPTE labels to extract pre-set metadata from the plural metadata, and controlling the processing relevant to the essence based on the extracted metadata, it is possible to create the essence efficiently.

[0220] Also, according to the present invention, by generating a plurality of metadata which are data pertinent to the essence and which are respectively identified by SMPTE (Society of Motion Picture and Television Engineers) labels, receiving the essence and the plural metadata and analyzing the SMPTE labels to extract pre-set metadata from the plural metadata, and controlling the production processing performed on the essence based on the extracted metadata, it is possible to create the essence efficiently.

[0221] Also, according to the present invention, by generating a plurality of metadata which are data pertinent to the essence and which are respectively identified by SMPTE (Society of Motion Picture and Television Engineers) labels, receiving the essence and the plural metadata and analyzing the SMPTE labels to extract pre-set metadata from the plural metadata, and controlling the post-production processing performed on the essence based on the extracted metadata, it is possible to create the essence efficiently.

[0222] Also, according to the present invention, by generating a plurality of metadata which are data pertinent to the essence and which are respectively identified by SMPTE (Society of Motion Picture and Television Engineers) labels, receiving the essence and the plural metadata and analyzing the SMPTE labels to extract pre-set metadata from the plural metadata, and controlling the archiving processing performed on the essence based on the extracted metadata, it is possible to create the essence efficiently.

[0223] Further, according to the present invention, by

generating a plurality of metadata which are data pertinent to the essence and which are respectively identified by SMPTE (Society of Motion Picture and Television Engineers) labels, receiving the essence and the plural metadata and analyzing the SMPTE labels to extract pre-set metadata from the plural metadata, and controlling an operation for asset management performed on the essence based on the extracted metadata, it is possible to create the. essence efficiently.

Claims

1. An asset management system for managing an essence, comprising:

   means for creating said essence and for generating metadata for explaining said essence when creating said essence;
   means for archiving said essence and the metadata correlatively with each other; and
   means for controlling an operation performed on the archived essence based on said metadata to realize asset management for said essence.

2. An asset management system for managing an essence, comprising:

   means for generating the information for explaining said essence;
   means for recording and/or reproducing said essence and the information correlatively with each other; and
   means for managing and/or controlling a recording and/or reproducing operation of said essence based on said information to effect asset management for said essence.

3. An asset management system for managing an essence, comprising:

   means generating the information specifying attributes of said essence;
   recording said essence and the information correlatively with each other on a recording medium to reproduce said essence from said recording medium; and
   control means for controlling the recording and/or reproducing operations for said essence based on said information to effect asset management for said essence.

4. An asset management method for managing an essence, comprising:

   creating said essence and for generating metadata for explaining said essence when creating said essence;
   associating said essence and the metadata with each other; and
   controlling an operation performed on the archived essence based on said metadata to realize asset management for said essence.

5. An asset management method for managing an essence, comprising:

   generating the information for explaining said essence; and
   controlling the recording and/or reproducing operation of recording and/or reproducing said essence and the information correlatively with each other based on said information to effect asset management for said essence.

6. An asset management method for managing an essence, comprising:

   generating the information specifying attributes of said essence; and
   recording said essence and the information correlatively with each other on a recording medium and controlling the recording and/or reproducing operations for said essence based on said information to effect asset management for said essence.

7. A production system for creating a project from an essence, comprising:

   production for creating said essence and for generating metadata for accounting for said essence; and
   post-production of creating said project from said essence using metadata generated at the time of said production.

8. A production system for creating a project from an essence, comprising:

   production for creating said essence and for generating metadata for accounting for said essence; and
   post-production of creating said project from said essence;

   wherein an operation of said post-production is controlled based on metadata generated at the time of said production.

9. A production method for creating a project from an essence, comprising the steps of:

   creating said essence and generating metadata used for accounting for said essence; and

creating said project from said essence using said metadata.

10. A production method for creating a project from an essence, comprising the steps of:

creating said essence and generating metadata used for accounting for said essence; and
controlling an operation of post-production based on said metadata to create said project from said essence.

11. A production system for creating a project from an essence, comprising:

pre-production for creating metadata used for accounting for said essence;
production for performing an operation for creating said essence, using said metadata; and
post-production for creating said project from said essence.

12. A production system for creating a project from an essence, comprising:

a pre-production for creating metadata used for accounting for said essence;
a production for creating said essence and for storing said essence and the metadata correlatively with each other on a recording medium; and
a post-production for creating said project from said essence;

wherein an operation in said production is performed using the metadata generated at the time of said pre-production.

13. An archiving system for archiving an essence, comprising:

production for creating said essence and for generating metadata used for accounting said essence;
archiving means for archiving said essence and the metadata correlatively with each other; and
means for controlling said archiving means so that an operation for said essence will be performed using said metadata.

14. An archiving system for archiving an essence, comprising:

production for creating said essence and for generating metadata used for accounting said essence;
archiving means for archiving said essence and the metadata correlatively with each other; and
controlling means for controlling said archiving means so that asset management for said essence archived by said archiving means will be performed based on said metadata.

15. A method for archiving an essence, comprising the steps of:

creating said essence and generating metadata used for accounting said essence;
performing an operation for said essence using said metadata; and
archiving and essence and the metadata correlatively with each other.

16. A method for archiving an essence, comprising the steps of:

creating said essence and generating metadata used for accounting said essence; and
performing control based on said metadata so that an asset management for said essence archived will be performed to archive said essence and the metadata correlatively with each other.

17. A distribution system for allotting an essence, comprising:

a production for creating said essence and for generating metadata pertinent to said essence;
a post-production for performing post-production processing on said essence; and
distribution means for allotting said essence using metadata generated at the time of said production.

18. A distribution system for allotting an essence, comprising:

a production for creating said essence and for generating metadata pertinent to said essence;
a post-production for performing post-production processing on said essence; and
distribution means for allotting said essence;

wherein an operation of said distribution means is controlled using the metadata used at the time of said production.

19. A distribution method for allotting an essence, comprising the steps of:

creating said essence and generating metadata pertinent to said essence;
performing post-production processing on said essence; and
allotting said essence using metadata generat-

ed at the time of said production.

20. A distribution method for allotting an essence, comprising the steps of:

creating said essence and generating metadata pertinent to said essence;
performing post-production processing on said essence; and
controlling an operation of distribution, using said data, to allot said essence.

21. An authoring system for creating a package medium from an essence, comprising:

a production for creating said essence and for generating metadata pertinent to said essence;
a post-production for performing post-production on said essence; and
authoring means for creating said package medium from an essence processed with post-production, using metadata generated at the time of said production.

22. The authoring system according to claim 1 wherein said authoring means performs authoring processing for an editing video programme from metadata indicating the logical structure of a video programme.

23. An authoring method for creating a package medium from an essence, comprising the steps of:

creating said essence and generating metadata pertinent to. said essence;
performing post-production on said essence; and
creating said package medium from an essence processed with post-production using metadata.

24. An authoring method for creating a package medium from an essence, comprising the steps of:

generating metadata pertinent to said essence;
creating said essence;
performing post-production on said essence; and
creating said package medium from an essence processed with post-production using said metadata.

25. An asset management system for managing an essence, comprising:

a pre-production for generating metadata indicating the rights of said essence and;
a production for creating said essence;
asset management means for performing asset management processing on said essence; and
means for controlling said asset management means so that a circulation operation of said essence will be performed based on said metadata.

26. An asset management system for managing an essence, comprising:

means for creating said essence and for generating metadata specifying rights pertinent to said essence;
asset management means for performing asset management processing on said essence; and
means for controlling said asset management means, based on said metadata, so that a circulating operation of said essence will be performed based on said metadata.

27. An asset management method for managing an essence, comprising the steps of:

generating metadata indicating the rights of said essence;
creating said essence; and
performing control based on said metadata so that a circulating operation of said essence will be performed to effect asset management processing on said essence.

28. An asset management method for managing an essence, comprising the steps of:

creating said essence and for generating metadata specifying rights pertinent to said essence; and
performing control based on said metadata so that a circulation operation of said essence will be performed to effect asset management processing for said essence.

29. A production system for creating a programme from an essence, comprising:

a production for creating said essence and for generating UMID (unique material identifier) for discriminating said essence;
a post-production for editing said essence for generating said programme; and
means for controlling an operation in said post-production based on said UMID.

30. A production method for creating a programme from an essence, comprising the steps of:

creating said essence and for generating UMID (unique material identifier) for discriminating

said essence; and
controlling an operation in said post-production based on said UMID to edit said essence to generate said programme.

31. A production system for creating an essence, comprising:

means for generating a plurality of metadata which are data pertinent to said essence and which are respectively identified by SMPTE (Society of Motion Picture and Television Engineers) labels;
means for receiving said essence and said plural metadata and analyzing said SMPTE labels to extract pre-set metadata from said plural metadata; and
means for controlling the processing relevant to said essence based on the extracted metadata.

32. A control method of a production system for creating an essence, comprising the steps of:

generating a plurality of metadata which are data pertinent to said essence and which are respectively identified by SMPTE (Society of Motion Picture and Television Engineers) labels;
receiving said essence and said plural metadata and analyzing said SMPTE labels to extract pre-set metadata from said plural metadata; and
controlling the processing relevant to said essence based on the extracted metadata.

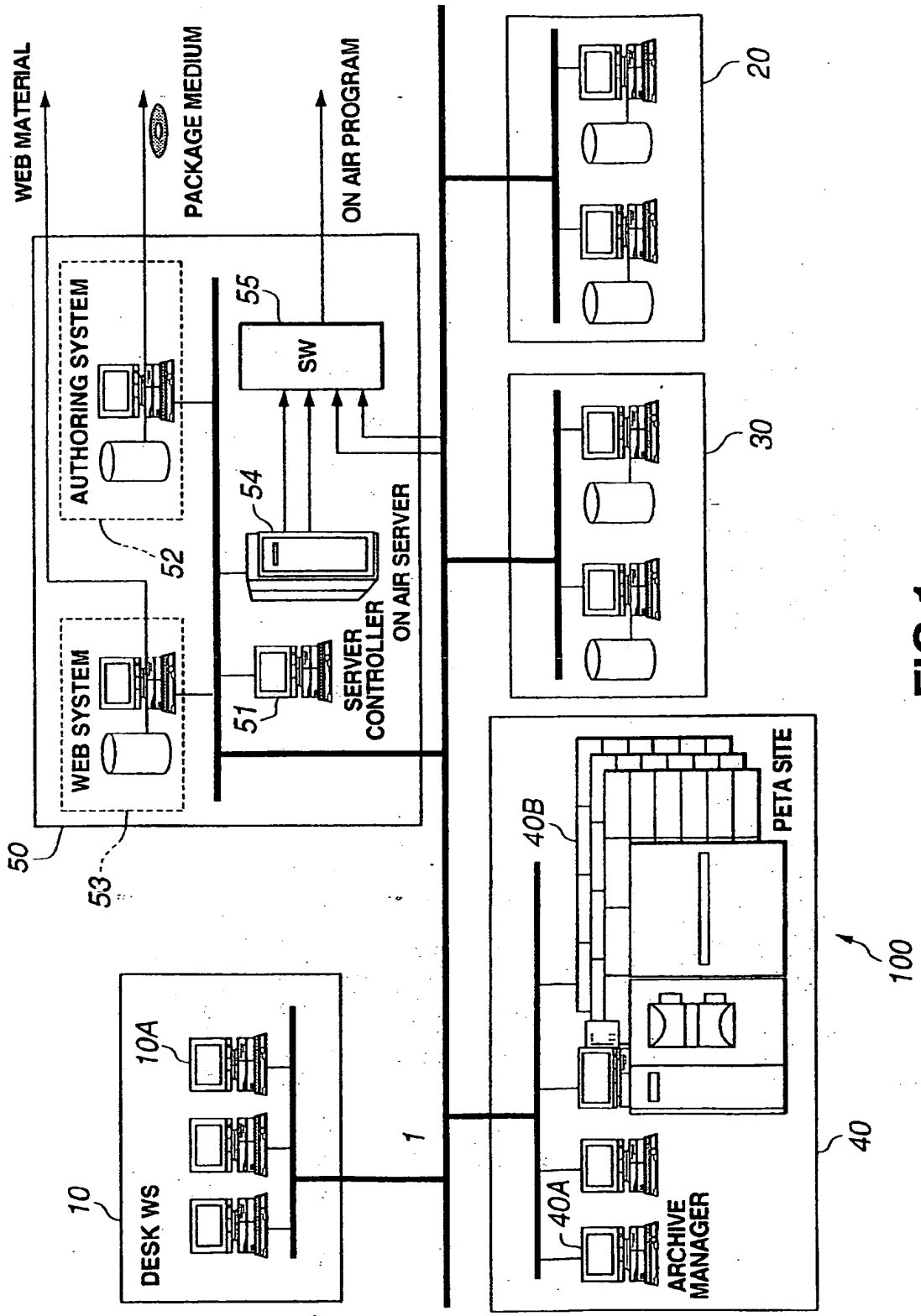

FIG.1

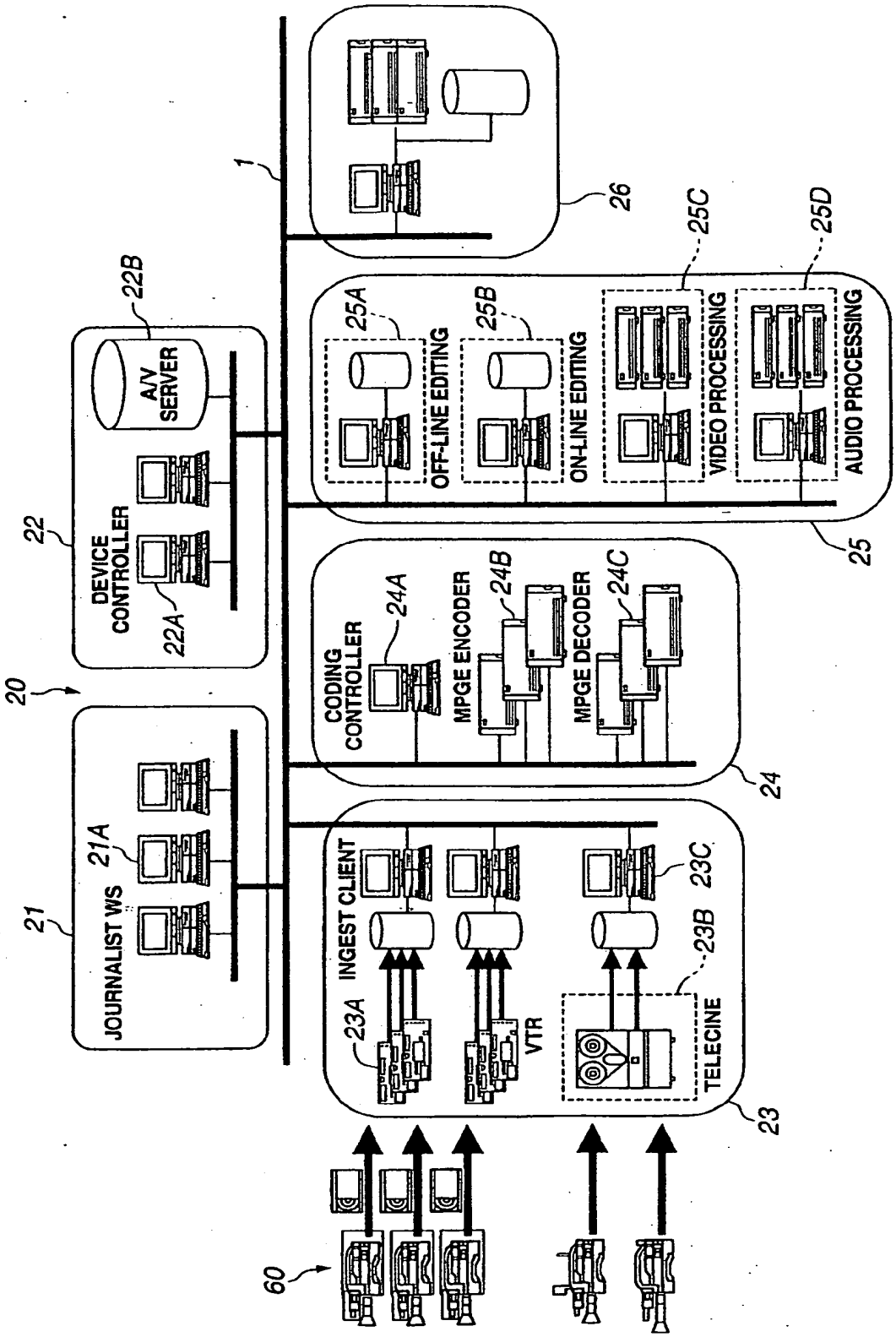

FIG.2

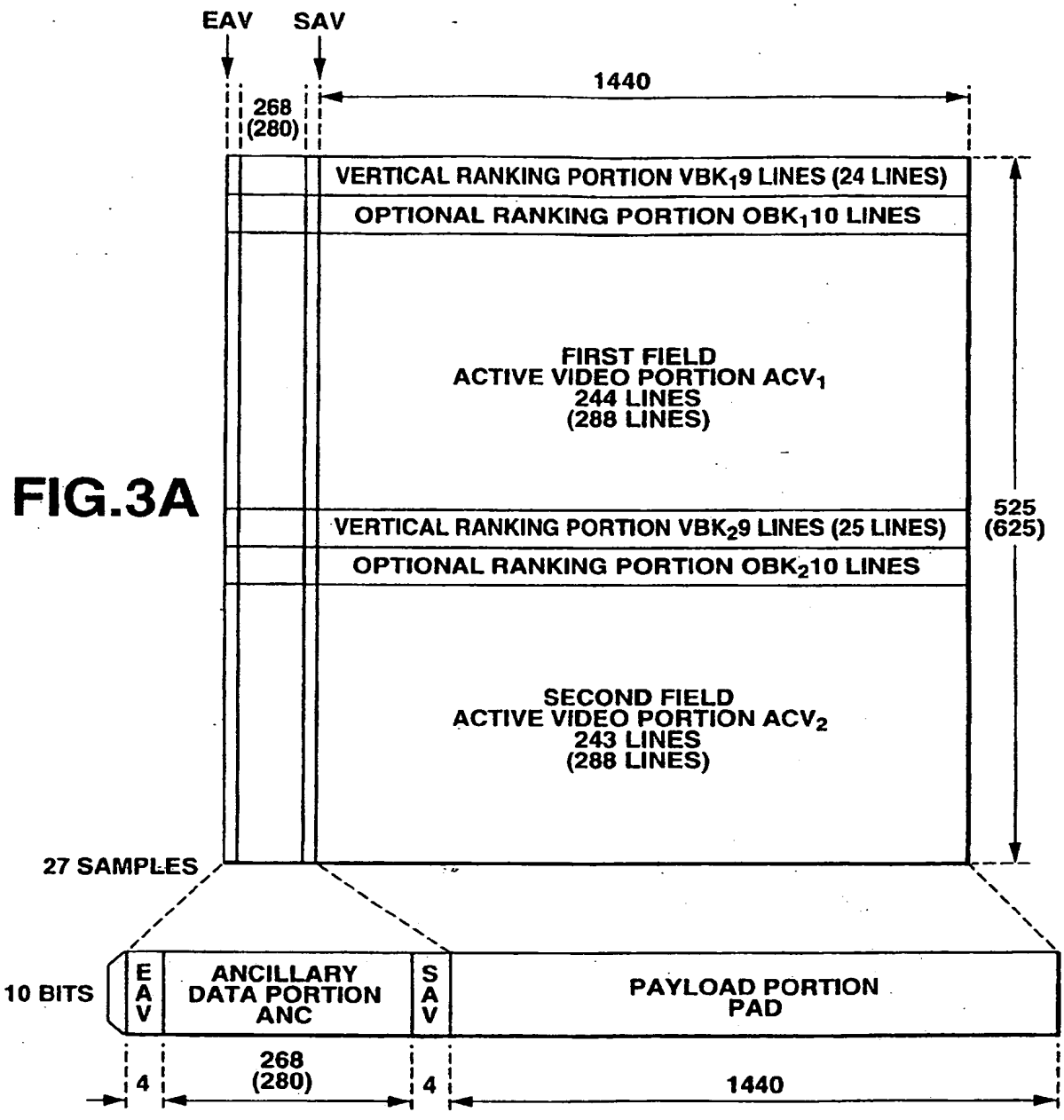

FIG.3A

FIG.3B

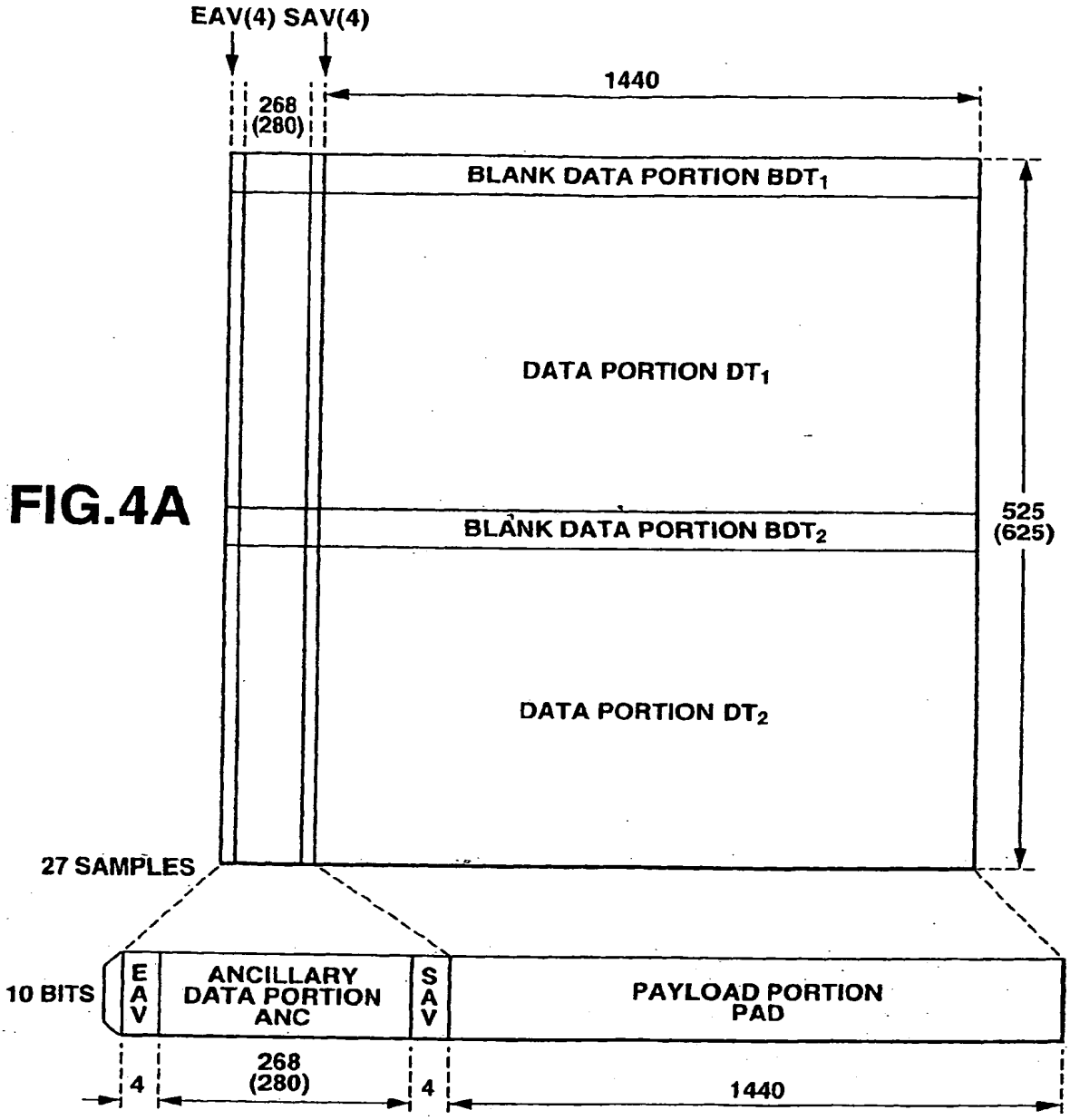

FIG.4A

FIG.4B

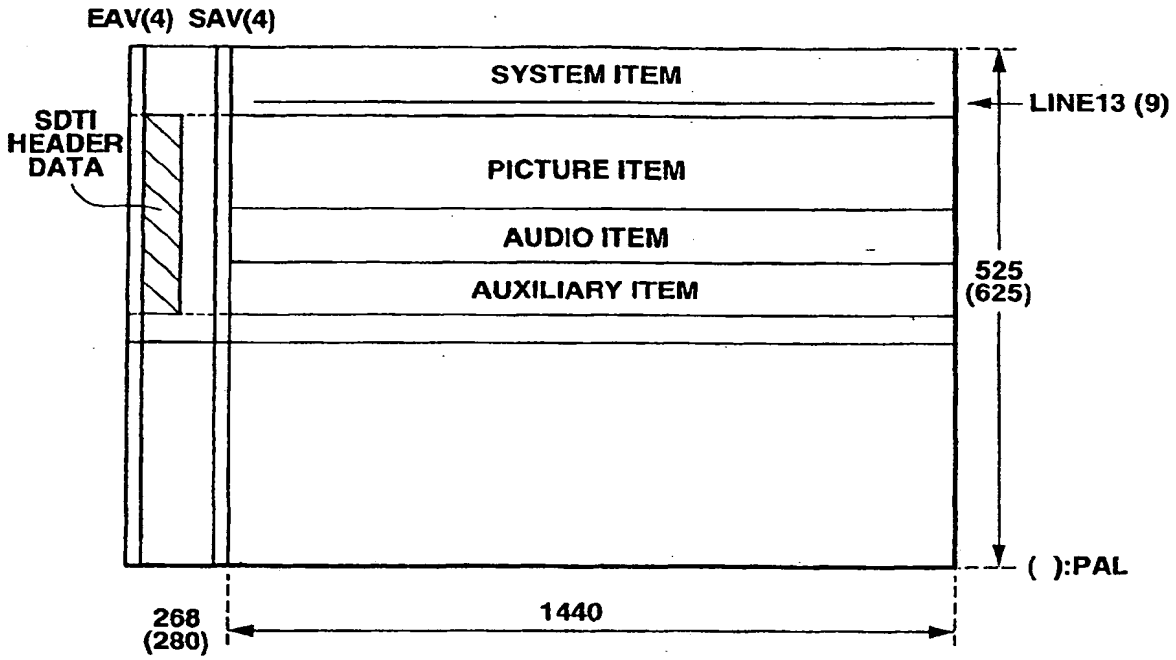

FIG.5

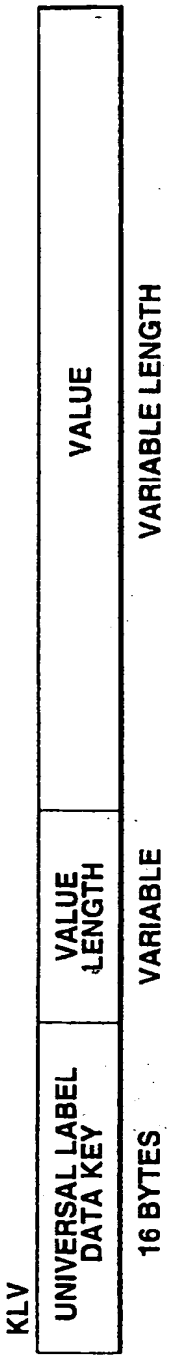

FIG.6

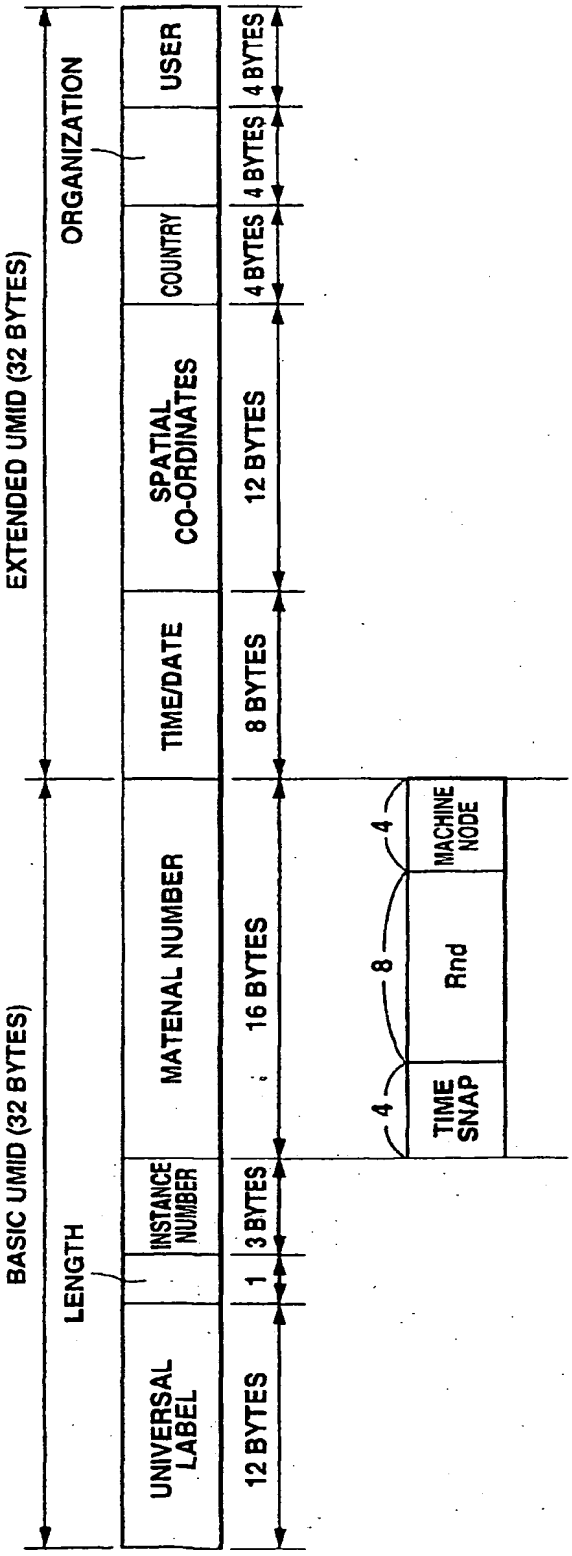

FIG.7

Line	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line	Type	Value Length	Value Range	Node/Leaf	Defining Document
1	01	00	00	00	00	00	00	00	IDENTIFIERS & LOCATORS	Class 1 ID and Locator	Class 1 metadata is reserved for abstract identifiers & locators	#REF!				Node	
2	01	01	00	00	00	00	00	00	Globally Unique Identifiers	Globally Unique ID	Unique identifiers and locators	#REF!				Node	
3	01	01	01	xx	Null	Null	Null	Null	UMID Video	UMID Video	Unique Material Identifier for video essence. Note - the UMID has a 12 byte SMPTE label	#REF!	As per standard			Leaf	
4	01	01	02	xx	Null	Null	Null	Null	UMID Audio	UMID Audio	Unique Material Identifier for audio essence. Note - the UMID has a 12 byte SMPTE label	#REF!	As per standard			Leaf	
5	01	01	03	xx	Null	Null	Null	Null	UMID Data	UMID Data	Unique Material Identifier for data essence. Note - the UMID has a 12 byte SMPTE label	#REF!	As per standard			Leaf	
6	01	01	04	xx	Null	Null	Null	Null	UMID System	UMID System	Unique Material Identifier for system information. Note - the UMID has a 12 byte SMPTE label	#REF!	As per standard			Leaf	
7	01	01	10	00	00	00	00	00	International broadcasting organisation identifiers	International Broadcasting Station ID	Internationally recognised identifiers registered by broadcasting organisations	#REF!				Node	
8	01	01	10	01	00	00	00	00	Organisation Identifiers	Organisation Class	The broadcasting organisation concerned	#REF!	ISO 7-bit char	127 bytes max		Leaf	
9	01	01	10	03	00	00	00	00	Programme Identifiers	Program ID	Unique programme identifiers	#REF!				Node	
10	01	01	10	03	01	00	00	00	UPID	UPID	Unique Program Identifier (ATSC A/57)	#REF!	As per standard			Leaf	
11	01	01	10	03	02	00	00	00	UPN	UPN	Unique Programme Number (ITVA)	#REF!	As per standard			Leaf	
12	01	01	10	04	00	00	00	00	Physical Media Identifiers	Media ID	Physical media identifiers	#REF!				Node	
13	01	01	10	04	01	00	00	00	Tape Identifiers	Same as 64	Tape identifiers	#REF!				Node	
14	01	01	10	04	01	01	00	00	ISTN	EBU ID No	EBU International Broadcast Tape Number	#REF!	As per standard			Leaf	
15	01	01	11	00	00	00	00	00	ISO Identifiers	ISO ID	Unique Identifier (ISAN)	#REF!				Node	

FIG.8

16	01	01	11	01	00	00	00	ISAN	ISO Audio Visual No	ISO Audio Visual Number	#REF	As per standard		Leaf
17	01	01	11	02	00	00	00	ISBN	ISO Book No	ISO Book Number	#REF	As per standard		Leaf
18	01	01	11	03	00	00	00	ISSN	ISO Serial No	ISO Serial Number	#REF	As per standard		Leaf
19	01	01	11	04	00	00	00	ISWC	ISO Musical Work Record	ISO Musical Work Code	#REF	As per standard		Leaf
20	01	01	11	05	00	00	00	ISMN	ISO Printed Music No	ISO Printed Music Number	#REF	As per standard		Leaf
21	01	01	11	06	00	00	00	ISCI	ISO Commercial No	ISO Commercial Identifier	#REF	As per standard		Leaf
22	01	01	11	07	00	00	00	ISRC	ISO Recording Code	ISO Recording Code	#REF	As per standard		Leaf
23	01	01	11	08	00	00	00	ISRN	ISO Report No	ISO Report Number	#REF	As per standard		Leaf
24	01	01	11	09	00	00	00	ISBD	ISO Term Synopsis	ISO Bibliographic Descriptor	#REF	As per standard		Leaf
25	01	01	11	0A	00	00	00	ISTC	ISO Textual Work Code	ISO Textual Work Code	#REF	As per standard		Leaf
26	01	01	13	01	00	00	00	DOI	Digital Object No	Digital Object Identifier	#REF	As per standard		Leaf
27	01	01	14	00	00	00	00	Compound IDs	Compound ID	Compound Identifiers	#REF			Node
28	01	01	14	01	00	00	00	SICI	Serial Item and Contribution ID	Serial Item and Contribution Identifier	#REF	As per standard		Leaf
29	01	01	14	02	00	00	00	BICI	Book Item and Component ID	Book Item and Component Identifier	#REF	As per standard		Leaf
30	01	01	14	03	00	00	00	AICI	Audio-Visual Item and Component ID	Audio-Visual Item and Component Identifier	#REF	As per standard		Leaf
31	01	01	14	04	00	00	00	PII	Publisher ID	Publisher Item Identifier	#REF	As per standard		Leaf
32	01	01	15	00	00	00	00	Object Identifiers	Same as 66	Object Identifiers	#REF			Node
33	01	01	15	01	00	00	00	GUID	Internet Globally Unique ID	The Internet Engineering Task Force 16 byte Globally Unique Identifier	#REF	As per standard		Leaf

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
34	01	01	15	02	00	00	00	00	GUID and SMPTE label identifiers	SMPTE Level	Identifier containing SMPTE label or 16 byte GUID	#REF!				Node	
35	01	01	15	02	01	00	00	00	MobID	ID of Metadata Object	Identifies the Metadata Object with a SMPTE label or GUID	#REF!	AUID	16 bytes		Leaf	W25.52
36	01	01	15	02	02	00	00	00	Definition object identifiers	Details of Object ID		#REF!				Node	
37	01	01	15	02	02	01	00	00	DefinitionObject_Identification	Details of Object ID	Defines SMPTE label or GUID for definition object	#REF!	AUID	16 bytes		Leaf	W25.52
38	01	01	15	02	02	02	00	00	GenerationAUID	Version Display of Container	Defines an identifier association with version of container	#REF!	AUID	16 bytes		Leaf	W25.52
39	01	01	13	00	00	00	00	00	CNRI Handles	CNRI	Corporation for National Research Initiatives (CNRI) identifier(s)	#REF!				Node	
40	01	01	16	00	00	00	00	00	Device Identifiers	Device ID	Unique identifiers for any device used in programme production - camera, microphones, editing, colour grading etc	#REF!				Node	
41	01	01	16	01	00	00	00	00	Device Designation	Device Designation	Identifies the "house name" of the device used in capturing or generating the essence	#REF!	ISO 7-bit char string	32 chars max		Leaf	
42	01	01	16	02	00	00	00	00	Device Make	Device Preparation	Identifies the device make used in capturing or generating the essence.	#REF!	ISO 7-bit char string	32 chars max		Leaf	
43	01	01	16	03	00	00	00	00	Device Model	Device Model	Identifies the device model used in capturing or generating the essence.	#REF!	ISO 7-bit char string	32 chars max		Leaf	
44	01	01	16	04	00	00	00	00	Device Serial Number	Device Serial No	Alphanumeric serial number identifying the individual device	#REF!	ISO 7-bit char string	32 chars max		Leaf	
45	01	02	00	00	00	00	00	00	Globally Unique Locators	Globally Unique Locator	Location identifiers	#REF!				Node	
46	01	02	01	00	00	00	00	00	UR locators (and "identifiers")	Unique Resource ID	Unique Resource IDs	#REF!				Node	
47	01	02	01	01	00	00	00	00	URL	Unique Resource Locator	Unique Resource Locator	#REF!				Type Node	
48	01	02	01	01	01	00	00	00	URL	Unique Resource Locator	Unique Resource Locator	#REF!	ISO 7-bit char	127 bytes max		Leaf	

FIG.9

49	01	02	01	01	02	00	00	00	URLString	Unicode URL String	Contains a Unicode URL String	#REF	Unicode String	variable		Leaf	V25.52
50	01	02	01	02	00	00	00	00	PURL	Persistent URL	Persistent Universal Resource Locator	#REF	ISO 7-bit char	127 bytes max		Leaf	
51	01	02	01	03	00	00	00	00	URN	Resource Name	Unique Resource Name	#REF	ISO 7-bit char	127 bytes max		Leaf	
52	01	02	02	00	00	00	00	00	Media locators	Media Locator	Locators for a digital media, data, metadata file etc	#REF				Node	
53	01	03	01	00	00	00	00	00	Local Identifiers	Local ID	Identifier unique to the local context	#REF				Node	
54	01	03	01	01	00	00	00	00	Administrative identifiers	Administration ID	Identifiers relating to Business and Administration	#REF				Node	
55	01	03	01	01	01	00	00	00	Transmission Identifier	Transmission ID	Identifier for transmission control	#REF	ISO 7-bit char string	32 chars max		Leaf	
56	01	03	01	01	02	00	00	00	Archive Identifier	Archive ID	Identifier for archival purposes	#REF	ISO 7-bit char string	32 chars max		Leaf	
57	01	03	01	01	03	00	00	00	Item ID	Item ID	Identifier of a content item	#REF	ISO 7-bit char string	32 chars max		Leaf	
58	01	03	01	01	04	00	00	00	Accounting Reference	Reference No for Accounting Purposes	Reference number for accounting purposes	#REF	ISO 7-bit char string	32 chars max		Leaf	
59	01	03	01	01	05	00	00	00	Traffic	Transmission Billing	Identifier for emmission management and/or billing	#REF	ISO 7-bit char string	32 chars max		Leaf	
60	01	03	01	02	00	00	00	00	Physical Media identifiers	Same as 13	Organisationally given identifiers for physical media	#REF				Node	
61	01	03	01	02	01	00	00	00	Film codes	Film Code	Organisationally given identifiers for film	#REF				Node	
62	01	03	01	02	01	01	00	00	Reel/Roll number	Reel No	An organisationally given number for a film reel or roll.	#REF	ISO 7-bit char	32 chars max		Leaf	
63	01	03	01	02	02	00	00	00	Tape Identifiers	Tape ID	Organisationally given identifiers for tape	#REF				Node	
64	01	03	01	02	02	01	00	00	Tape number	Tape No	An organisationally given number for a tape.	#REF	ISO 7-bit char	32 chars max		Leaf	
65	01	03	02	00	00	00	00	00	Object Identifiers	Object ID	Object identifiers	#REF				Node	
66	01	03	02	01	00	00	00	00	LUID	Locally Unique ID	A 4 byte locally unique ID	#REF	Uint32	4 bytes		Leaf	

Line #	SMPTE Label									Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
67	01	03	02	02	00	00	00	00		SlotID	Slot ID	Specifies an identifier local to the metadata object	#REF	Int32	4 bytes		Leaf	W25.52
68	01	03	02	03	00	00	00	00		Object text identifiers	Object Text ID	Identifies object by local name	#REF				Node	
69	01	03	02	03	01	00	00	00		Mob_Name	Mob Name	Identifies the mob by name	#REF	Unicode String	variable		Leaf	W25.52
70	01	03	02	03	02	00	00	00		SlotName	Slot Name	Identifies the slot by name	#REF	Unicode String	variable		Leaf	W25.52
71	01	03	02	03	03	00	00	00		DefinitionObject_Name	Object Name	Specifies name of definition object	#REF	Unicode String	variable		Leaf	W25.52
72	01	04	05	00	00	00	00	00		Local Locators	Local Locators	Local location information for linking metadata together	#REF				Node	
73	01	04	05	01	00	00	00	00		Local Media locators	Local Media Locators	Locators for a digital media, data, metadata file etc	#REF				Node	
74	01	04	05	01	01	00	00	00		Local File Path	Local File Pass	The path to a digital media, data, metadata etc file	#REF	ISO 7-bit char	127 bytes max		Leaf	
75	01	04	05	03	00	00	00	00		Film Locators	Film Locators	Location information for film	#REF				Node	
76	01	04	05	03	01	00	00	00		Edge Code	Edge Code	The edge code on the film eg feet/frames	#REF	ISO 7-bit char	32 chars max		Leaf	
77	01	04	05	03	02	00	00	00		Frame Code	Frame Code	Unique frame number for film	#REF	ISO 7-bit char	32 chars max		Leaf	
78	01	04	05	03	03	00	00	00		Key code	Key Code	Machine readable version of Frame Code	#REF	UInt32	4 bytes		Leaf	
79	01	04	05	03	04	00	00	00		Ink number	Ink No	Ink number	#REF	ISO 7-bit char	32 chars max		Leaf	
80	01	04	05	03	05	00	00	00		EdgeCode_Start	Code At The Biginning of The Segment	Specifies the edge code at the beginning of the segment	#REF	Position	8 bytes		Leaf	W25.52
81	01	04	10	00	00	00	00	00		Proxy locators	Proxy Locators	Local archival location information for key frames, keys sounds, key text etc	#REF				Node	

FIG.10

82	01	04	10	01	00	00	00	00	Key text	Proxy Key Text	Local archival location information for key text	#REF	ISO 7-bit char string	127 bytes max		Leaf	
83	01	04	10	02	00	00	00	00	Key Frame	Proxy Key Frame	Local archival location information for key frames	#REF	ISO 7-bit char string	127 bytes max		Leaf	
84	01	04	10	03	00	00	00	00	Key Sound	Proxy Sound	Local archival location information for keys sounds	#REF	ISO 7-bit char string	127 bytes max		Leaf	
85	01	04	10	04	00	00	00	00	Key data or program	Key Data	Local archival location information for key data or program	#REF	ISO 7-bit char string	127 bytes max		Leaf	
86	01	04	11	00	00	00	00	00	Free-form, human readable locator	Human Writing	Local locator in free text form	#REF				Node	
87	01	04	11	01	00	00	00	00	TextLocator_Name	Human Writing Name	Contains a human readable Unicode text locator	#REF	Unicode String	variable		Leaf	W25.52
88	01	05	01	00	00	00	00	00	Titles	Title	Titling metadata relating to productions	#REF				Node	
89	01	05	01	01	00	00	00	00	Title kind	Title Kind	Kind of title, i.e., project, series, item, programme, working, original, item, episode, element, scene, shot etc	#REF	ISO 7-bit char string	127 bytes max		Leaf	
90	01	05	01	02	00	00	00	00	Main title	Main Title	The main title	#REF	ISO 7-bit char string	127 bytes max		Leaf	
91	01	05	01	03	00	00	00	00	Secondary title	Secondary Title	The secondary title	#REF	ISO 7-bit char string	127 bytes max		Leaf	
92	01	05	01	04	00	00	00	00	Series number	Series No	The alphanumeric series number	#REF	ISO 7-bit char	32 chars max		Leaf	
93	01	05	01	05	00	00	00	00	Episode Number	Episode No	The alphanumeric episode number	#REF	ISO 7-bit char	32 chars max		Leaf	
94	01	05	01	06	00	00	00	00	Scene number	Scene No	The alphanumeric scene number	#REF	ISO 7-bit char string	32 chars max		Leaf	
95	01	05	01	07	00	00	00	00	Take Number	Take No	Take number of the instance of the shot	#REF	UInt16	2 bytes		Leaf	
96	01	10	00	00	00	00	00	00	Unique IPR Identifiers	Owner	Unique IDs allocated by IP Rights organisations	#REF				Node	
97	01	10	01	00	00	00	00	00	IPI (SUISA/CISAC)	Owner by CISAC	IP Identifiers allocated by CISAC	#REF				Node	
98	01	10	01	01	00	00	00	00	Natural Person / legal entity	Natural Person or Legal Entity ID	Natural person or legal entity ID in the Interested Parties system	#REF	As per standard			Leaf	
99	01	10	02	00	00	00	00	00	AGICOA/MPAA	ID by AGICOA	Unique Identifiers allocated by AGICOA	#REF				Node	

Line #	SMPTE Label							Data Element Name	Japanese Names	Data Element Definition	Format	Type	Value Length	Value Range	NodeLeaf	Defining Document
100	01	10	02	01	00	00	00	AGICOANPAA Identifier	AGICOA ID	The AGICOA ID.	#REF	As per standard			Leaf	
101	02	00	00	00	00	00	00	ADMINISTRATION	Class 2 Administration	Class 2 is reserved for administrative and business related metadata	#REF				Node	
102	02	01	00	00	00	00	00	Supplier	Supplier	Details of the content supplying organisation	#REF				Node	
103	02	01	01	00	00	00	00	Source Organisation	Supplying Organisation	The name of the content supplying organisation	#REF	ISO 7-bit char string	127 bytes max		Leaf	
104	02	01	02	00	00	00	00	Supply contract number	Contract ID	The alphanumeric number for the contract for the supply of content	#REF	ISO 7-bit char string	32 chars max		Leaf	
105	02	01	03	00	00	00	00	Original Producer Name	Original Content Producer	The name of the original content Producer.	#REF	ISO 7-bit char string	127 bytes max		Leaf	
106	02	02	01	02	00	00	00	Product	Product	Abstract information about the media product	#REF				Node	
107	02	02	01	02	01	00	00	Total number of Episodes in a Series	Total Number of Episodes in Series	Total number of Episodes in Series	#REF	UInt16	2bytes		Leaf	
108	02	05	00	00	00	00	00	Rights	Rights	Rights metadata	#REF				Node	
109	02	05	01	00	00	00	00	Copyright	Copyright	Copyright metadata	#REF				Node	
110	02	05	01	01	00	00	00	Copyright Status	Evaluation of Copyright Status	Executive evaluation of copyright status	#REF	ISO 7-bit char string	127 bytes max		Leaf	
111	02	05	01	02	00	00	00	Copyright Owner	Copyright Owner	The name of the person/organisation who owns the copyright	#REF	ISO 7-bit char string	127 bytes max		Leaf	
112	02	05	02	00	00	00	00	Intellectual rights	Intellectual Property Rights	Intellectual property rights metadata other than copyright	#REF				Node	
113	02	05	02	01	00	00	00	IP Type	Type of Intellectual Property Rights	A definition of what the IP is.	#REF	ISO 7-bit char string	32 bytes max		Leaf	
114	02	05	02	02	00	00	00	IP Right	Definition of Intellectual Property Rights	A definition of what uses can be made of an IP	#REF	ISO 7-bit char string	32 bytes max		Leaf	

FIG.11

115	02	05	02	03	00	00	00	Legal personalities	Legal Representative	A person or body to whom legal responsibility can be vested	#REF	ISO 7-bit char string	127 bytes max			Node
116	02	05	02	03	01	00	00	Rights Owner	Owner	A definition of who or what entity can exercise an IP right	#REF	ISO 7-bit char string	127 bytes max			Leaf
117	02	05	02	03	02	00	00	Rights Management Authority	Entity That Manages The Rights	Entity that manages the rights for access to the material.	#REF	ISO 7-bit char string	127 bytes max			Leaf
118	02	05	02	03	03	00	00	Interested parties	Who or What Entity Has An Interest	A definition of who or what entity has an interest in the right being exercised	#REF	ISO 7-bit char string	127 bytes max			Leaf
119	02	05	02	04	00	00	00	IP Right options	IP Ancillary Information	A definition of what options can be exercised within the framework of using an IP Right	#REF					Node
120	02	05	02	04	01	00	00	Maximum Number Of Usages	Maximum Number of Usages or Repeats	Maximum number of usages or repeats	#REF	Uint16	2 bytes			Leaf
121	02	05	02	04	02	00	00	License options	License Options	Options for prolongation or renewal of license	#REF	ISO 7-bit char string	127 bytes max			Leaf
122	02	05	02	05	00	00	00	Financial Information	Financial Information	Details of payments, cash, income money and other considerations	#REF					Node
123	02	05	01	00	00	00	00	Currency	Currency	The currency of the transaction	#REF					Type Node
124	02	05	01	01	00	00	00	Currency	Same as 123	The currency of the transaction	#REF	ISO 7-bit char	4 chars max	See bytes dictionary		Leaf
125	02	05	02	00	00	00	00	Payments and costing	Payment and Costing	Payments and costing information	#REF					Node
126	02	06	02	01	00	00	00	Royalty Financial Information	Royalty Financial Information	Royalty payment and other information	#REF	ISO 7-bit char string	127 bytes max			Leaf
127	02	05	03	00	00	00	00	Income	Income Information	Income information	#REF					Node
128	02	06	03	01	00	00	01	Royalty Financial Information	Royalty Financial Information	Royalty income and other information	#REF	ISO 7-bit char string	127 bytes max			Leaf
129	02	07	00	00	00	00	00	Permitted Access	Permitted Access	Details of permitted access to the media product	#REF					Node
130	02	07	01	00	00	00	00	Restrictions on Use	Access Level	Identifies the type or level of restriction applied to this media product.	#REF	ISO 7-bit char string	32 bytes max			Leaf
131	02	08	00	00	00	00	00	Security	Security	Content encryption/decryption information	#REF					Node
132	02	08	01	00	00	00	00	System Access	Degree of Technical Access	Details of permitted access to the technical system or platform	#REF					Node

Line #	SMPTE Label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
133	02	09	01	01	00	00	00	00	Username	User Name	A username in a domain	#REF!				Type Node	
134	02	09	01	01	01	00	00	00	Username	User Name	A username in a domain	#REF!	ISO 7-bit char	16 chars max		Leaf	
135	02	09	01	01	02	00	00	00	Password	Password	An individual password for access to the system	#REF!				Type Node	
136	02	09	01	01	02	01	00	00	Password	Password	An individual password for access to the system	#REF!	ISO 7-bit char	16 chars max		Leaf	
137	02	09	05	00	00	00	00	00	Film	Movie Film	Content encryption/decryption information specifically applying to the movie industry	#REF!				Node	
138	02	09	05	01	00	00	00	00	Scrambling key kind	Scrambling Key Kind	The programme decryption key type	#REF!				Type Node	
139	02	09	05	01	01	00	00	00	Scrambling key kind	Scrambling Key Kind	The programme decryption key type	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
140	02	09	05	02	00	00	00	00	Scrambling key value	Scrambling Key Value	The programme decryption key value	#REF!	UInt	64 bytes max		Leaf	
141	02	10	03	09	00	00	00	00	Publication Outlet	Publication Outlet	The content publication outlet - eg Broadcast, internet etc	#REF!				Node	
142	02	10	01	09	00	00	00	00	Broadcast	Broadcast Outlet Information	Broadcast Outlet Information	#REF!				Node	
143	02	10	01	01	00	00	00	00	Broadcaster	Broadcast	The broadcasting organisation	#REF!				Node	
144	02	10	01	01	01	00	00	00	Name	Name	Name of the broadcasting organisation	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
145	02	10	01	01	02	00	00	00	Channel	Channel	Broadcast channel	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
146	02	10	01	01	03	00	00	00	Transmission Medium	Transmission Medium	Transmission medium (e.g., satellite, cable, terrestrial, ...)	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
147	02	10	01	01	04	00	00	00	Broadcast Region	Broadcast Region	Target region of broadcast	#REF!	ISO 7-bit char string	32 bytes max		Leaf	

FIG.12

148	02	20	00	00	00	00	Broadcast and Repeat Statistics	Broadcast and Repeat Statistics	Statistics and data concerning the production	#REF				Node
149	02	20	01	00	00	00	First Broadcast Flag	First Use	First broadcast of the product	#REF	Boolean	1 byte	00h (FALSE) or FFh (TRUE)	Leaf
150	02	20	02	00	00	00	Repeat number	Repeat Number	Information about the repeat status when not a first broadcast	#REF				Node
151	02	20	02	01	00	00	Current repeat number	Number of The Current Repeat	The number of the current repeat	#REF	Uint16	2 bytes		Leaf
152	02	20	02	02	00	00	Previous repeat number	Number of The Previous Repeat	The number of the previous repeat	#REF	Uint16	2 bytes		Leaf
153	02	20	03	00	00	00	Ratings	Ratings	Information about audience ratings and indices	#REF				Node
154	02	20	03	01	00	00	Audience rating	Audience Rating	Audience rating as number of viewers	#REF	Uint32	4 bytes		Leaf
155	02	20	03	02	00	00	Audience reach	Audience Reach	The audience reach of the production	#REF	Uint32	4 bytes		Leaf
156	02	20	03	03	00	00	Other ratings	Other Ratings	Other ratings	#REF	Uint32	4 bytes		Leaf
157	02	30	00	00	00	00	Participating parties	Participating Parties	Details of all parties, contributing to or taking part in the production - staff, contributors, and including those receiving Credits etc	#REF				Node
158	02	30	01	00	00	00	Persons (Groups and Individuals)	Representative	Details of persons contributing to or taking part in the production	#REF				Node
159	02	30	01	01	00	00	Nature of Person (Group or Individual)	Nature of Person (Group or Individual)	Group, Individual etc	#REF				Node
160	02	30	01	02	00	00	Production	Talent, Staff, etc	Details of Performing talent, Non performing talent, Production Staff, Technical staff, Specialist etc	#REF				Node
161	02	30	01	02	01	00	Contribution Status	Talent, Staff, etc	Performing talent, Non performing talent, Production Staff, Technical staff, Specialist etc	#REF	ISO 7-bit char string	32 bytes max		Leaf
162	02	30	01	03	00	00	Support and Administration	Support and Administration	Details of support and administrative staff or contributors - business management, resource planning, and hiring etc	#REF				Node
163	02	30	01	03	01	00	Support/Administration Status	Support/Administration Staff	Cataloguing staff, finance staff etc	#REF	ISO 7-bit char string	32 bytes max		Leaf
164	02	30	02	00	00	00	Organisations and Public Bodies	Organisation and Public Bodies	Details of Organisations and Public Bodies contributing to or taking part in the production	#REF				Node
165	02	30	02	01	00	00	Kind of Organisation or Public Body	Kind of Organisation or Public Body	Limited company, government department etc.	#REF	ISO 7-bit char string	32 bytes max		Leaf

Line #	SMPTE label									Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
166	02	30	02	02	00	00	00	00		Production	Production	Details of Performing contribution, Non performing contribution, Production contribution, Technical contribution, Specialism etc	#REF				Node	
167	02	30	02	02	01	00	00	00		Contribution Status	Film Library	eg. Film Library	#REF	ISO 7-bit char string	32 bytes max		Leaf	
168	02	30	02	03	00	00	00	00		Support and Administration	Support and Administration	Details of support and administative contribution - business mangement, resource planning, archiving etc	#REF				Node	
169	02	30	02	03	01	00	00	00		Support/Administration Status	Support/Administration Staff	eg. Banker	#REF	ISO 7-bit char string	32 bytes max		Leaf	
170	02	30	05	00	00	00	00	00		Job Function Information	Job Function Information	Information about the job function or role of participating parties	#REF				Node	
171	02	30	05	01	00	00	00	00		Job Function	Job Function	The function of the persons(s), organisation or public body eg. Editor, Actor	#REF	ISO 7-bit char string	32 bytes max		Leaf	
172	02	30	05	02	00	00	00	00		Role/Identity	Role	eg. Name of character played	#REF	ISO 7-bit char string	32 bytes max		Leaf	
173	02	30	06	00	00	00	00	00		Contact Information	Contract Information	Contact information for the participating party	#REF				Node	
174	02	30	06	01	00	00	00	00		Contact kind	Contract Kind	Client, supplier, useful etc	#REF	ISO 7-bit char string	32 bytes max		Leaf	
175	02	30	06	02	00	00	00	00		Contact Department	Contract Department	Name information for a department within an organisation where contact can be made	#REF	ISO 7-bit char string	32 bytes max		Leaf	
176	02	30	06	03	00	00	00	00		Person or Organisation Details	Representative	The name of person(s), organisation or public body	#REF				Node	
177	02	30	06	03	01	00	00	00		Person name	Person Name	Name information for persons	#REF				Node	
178	02	30	06	03	01	01	00	00		Family name	Family Name	The family name of an individual	#REF	ISO 7-bit char string	32 bytes max		Leaf	
179	02	30	06	03	01	02	00	00		First Given name	First Given Name	The first given name for an individual	#REF	ISO 7-bit char string	32 bytes max		Leaf	
180	02	30	06	03	01	03	00	00		Second Given name	Second Given Name	The second given name for an individual	#REF	ISO 7-bit char string	32 bytes max		Leaf	

FIG.13

181	02	30	05	03	01	04	00	00	Third Given name	Third Given Name	The third given name for an individual	#REF!	ISO 7-bit char string	32 bytes max			Leaf	
182	02	30	05	03	02	00	00	00	Group name	Group Name	Name information for groups	#REF!					Node	
183	02	30	05	03	02	01	00	00	Main name	Main Name	The main name by which the group is known	#REF!	ISO 7-bit char string	32 bytes max			Leaf	
184	02	30	05	03	02	02	00	00	Supplementary name	Supplementary Name	Supplementary naming information for a group	#REF!	ISO 7-bit char string	32 bytes max			Leaf	
185	02	30	05	03	03	00	00	00	Organisation name	Organisation Name	Name information for organisations	#REF!					Node	
186	02	30	05	03	03	01	00	00	Main name	Main Name	The main name by which an organisation is known	#REF!	ISO 7-bit char string	32 bytes max			Leaf	
187	02	30	05	03	03	02	00	00	Supplementary organisational name	Supplementary Organisational Name	Supplementary naming information for an organisation	#REF!	ISO 7-bit char string	32 bytes max			Leaf	
188	03	00	00	00	00	00	00	00	INTERPRETIVE	Class 3 interpretive	Class 3 is reserved for information on interpreting the data	#REF!					Node	
189	03	01	00	00	00	00	00	00	Fundamental	Fundamental Information	Fundamental defining information	#REF!					Node	
190	03	01	01	00	00	00	00	00	Countries	Countries	Defining information about Countries	#REF!					Node	
191	03	01	01	01	00	00	00	00	ISO 3166 Country Code System	ISO 3166 Country Codes	ISO country codes	#REF!	-				Type Node	
192	03	01	01	01	01	00	00	00	ISO 3166 Country Code System	ISO 3166 Country Code	ISO country codes	#REF!	ISO 7-bit char	4 chars max	See types dictionary		Leaf	
193	03	01	01	02	00	00	00	00	ISO Language Code	ISO 3166 Language Code	The code that represents a language. Defence Language Institute is an authority on domain values.	#REF!					Type Node	
194	03	01	01	02	01	00	00	00	ISO Language Code	ISO 3166 Language Code	The code that represents a language. Defence Language Institute is an authority on domain values	#REF!	ISO 7-bit char	4 chars max	See types dictionary		Leaf	
195	03	01	02	00	00	00	00	00	Data interpretations	Interpretation Parameter	Defining information about data interpretation	#REF!					Node	
196	03	01	02	03	00	00	00	00	Operating system interpretations	OS Properties	1-byte code for distinction of common operating systems	#REF!	Unsigned byte	1 byte	See types dictionary		Leaf	
197	03	01	03	00	00	00	00	00	Fundamental Dimensions	Fundamental 4 Definition ?	Information about the four basic indefinables of natural philosophy	#REF!					Node	
198	03	01	03	01	00	00	00	00	Length	Length	Descriptive information about length	#REF!					Node	

Line #	SMPTE Label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
199	03	01	03	01	01	00	00	00	Length System	Length System	Metric, Imperial etc	#REF				Type Node	
200	03	01	03	01	01	01	00	00	Length System	Length System	Metric, Imperial etc	#REF	ISO 7-bit char	4 chars max	See Types dictionary	Leaf	
201	03	01	03	01	02	00	00	00	Length Units	Length Units	Units of measurements of length and distance (feet, metres etc)	#REF				Type Node	
202	03	01	03	01	02	01	00	00	Length Units	Length Units	Units of measurements of length and distance (feet, metres etc)	#REF	ISO 7-bit char	4 chars max	See Types dictionary	Leaf	
203	03	01	03	02	00	00	00	00	Time	Time	Descriptive Information about Time	#REF				Node	
204	03	01	03	02	01	00	00	00	Time system	Time System	eg. GMT, UPT	#REF				Type Node	
205	03	01	03	02	01	01	00	00	Time system	Time System	eg. GMT, UPT	#REF	ISO 7-bit char	8 chars max	UTC7XXLY (UTC 7 offset including 1/2 hour)	Leaf	
206	03	01	03	02	02	00	00	00	Time Units	Time Units	Frames, seconds, minutes etc	#REF				Type Node	
207	03	01	03	02	02	01	00	00	Time Units	Time Units	Frames, seconds, minutes etc	#REF	ISO 7-bit char	4 chars max	See Types dictionary	Leaf	
208	03	01	03	03	02	00	00	00	Mass	Mass	Descriptive information about Mass	#REF				Node	
209	03	01	03	04	02	00	00	00	Energy	Energy	Descriptive information about Energy	#REF				Node	
210	03	32	00	00	00	00	00	00	Descriptive - Human Assigned	Human Assigned ?	Descriptors (Human Assigned) relating to analysis of the content	#REF				Node	
211	03	02	01	00	00	00	00	00	Categorisation	Categorisation	Analytical categorisation of the content	#REF				Node	
212	03	02	01	02	00	00	00	00	Content Classification	Content Classification	Content classification	#REF				Node	
213	03	02	01	02	01	00	00	00	Type	Type	Type of programme (e.g., cartoon, film, ...)(Coded as Escort 2.4)	#REF	ISO 7-bit char string	32 bytes max		Type Node	

FIG.14

214	03	02	01	02	00	00	00	Genre	Programme genre (e.g., entertainment, current affairs magazine, Data Western, ...) (Coded as Excel 2.4)	#REF!	ISO 7-bit char string	32 bytes max		Type Node
215	03	02	01	02	03	00	00	Target Audience	Target audience (e.g. children, 17 to 32, elderly, ...)	#REF!	ISO 7-bit char string	32 bytes max		Type Node
216	03	02	01	03	00	00	00	Cataloguing and Indexing	Archival analysis of the essence metadata	#REF!				Node
217	03	02	01	03	01	00	00	Catalogue History	Audit metadata concerning the archival analysis metadata	#REF!				Node
218	03	02	01	03	01	00	00	Status of Data Set	The current status of the metadata set	#REF!				Type Node
219	03	02	01	03	01	01	00	Status of Data Set	The current status of the metadata set	#REF!	ISO 7-bit char string	127 bytes max		Leaf
220	03	02	01	03	02	00	00	Cataloguing, Indexing or Thesaurus system used	The particular Cataloguing, Indexing or Thesaurus system used	#REF!	ISO 7-bit char string	32 bytes max		Type Node
221	03	02	01	03	03	00	00	Theme	The category of the Theme of the content	#REF!	ISO 7-bit char string	32 bytes max		Type Node
222	03	02	01	03	04	00	00	Genre	The category of the Genre of the content	#REF!	ISO 7-bit char string	32 bytes max		Type Node
223	03	02	01	03	05	00	00	Subject Code	Subject Code	#REF!	ISO 7-bit char string	32 bytes max		Type Node
224	03	02	01	03	06	00	00	Keywords	Words or phrases summarizing an aspect of the data set.	#REF!	ISO 7-bit char string	127 bytes max		Leaf
225	03	02	01	03	07	00	00	Key Frames	Reference to a key frame of video in the data set	#REF!	ISO 7-bit char string	127 bytes max		Leaf
226	03	02	01	03	08	00	00	Key Sounds	Reference to a key sound in the data set	#REF!	ISO 7-bit char string	127 bytes max		Leaf
227	03	02	01	03	09	00	00	Key Data	Reference to a key piece of data or program in the data set	#REF!	ISO 7-bit char string	127 bytes max		Leaf
228	03	02	01	03	00	00	00	Textual Description	A textual characterization of the data set.	#REF!				Node
229	03	02	01	03	01	00	00	Abstract	A brief narrative summary of the data set.	#REF!	ISO 7-bit char string	1024 bytes max		Leaf
230	03	02	01	03	02	00	00	Purpose	A summary of the intentions with which the data set was developed.	#REF!	ISO 7-bit char string	127 bytes max		Leaf
231	03	02	01	03	03	00	00	Description	A textual description	#REF!	ISO 7-bit char string	127 bytes max		Leaf

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
232	03	02	01	06	04	00	00	00	Colour descriptor	Color Information	eg. Black and white, tinted etc	#REF!	ISO 7-bit char string	32 bytes max		Type Node	
233	03	02	01	06	05	00	00	00	Format descriptor	Format Information	eg. Letterbox, Pillarbox etc	#REF!	ISO 7-bit char string	32 bytes max		Type Node	
234	03	02	01	07	03	00	00	00	Stratum	Stratum	The descriptive stratum of the archival content analysis of the content	#REF!				Node	
235	03	02	01	07	01	00	00	00	Stratum kind	Stratum Kind	eg. Background, action, round rostrum etc	#REF!	ISO 7-bit char string	32 bytes max		Type Node	
236	03	02	01	08	00	00	00	00	Supplemental Information	Supplemental Information	Other descriptive information about the data set.	#REF!				Node	
237	03	02	02	00	00	00	00	00	Assessments	Assessments	Assessments of editorial, technical etc aspects of the content and contributors to it	#REF!				Node	
238	03	02	02	01	00	00	00	00	Awards	Awards	Awards relating to editorial, technical etc aspects of the content and contributors to it	#REF!				Node	
239	03	02	02	01	01	00	00	00	Individual	Individual	Awards granted to individuals	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
240	03	02	02	01	02	00	00	00	Programme	Programme	Awards granted to programme	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
241	03	02	02	02	00	00	00	00	Qualitative Values	Qualitative Values	Assessed values relating to editorial, technical etc aspects of the content and contributors to it	#REF!				Node	
242	03	02	02	02	01	00	00	00	Asset Values	Asset Values	Assessment of the programme quality	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
243	03	02	02	02	02	00	00	00	Content Value	Content Value	Assessment of the content value	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
244	03	02	02	02	03	00	00	00	Cultural Quality	Cultural Quality	Assessment of the cultural quality	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
245	03	02	02	02	04	00	00	00	Aesthetic Value	Aesthetic Value	Assessment of the aesthetic quality	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
246	03	02	02	02	05	00	00	00	Historic Value	Historic Value	Assessment of the historic value	#REF!	ISO 7-bit char string	32 bytes max		Leaf	

FIG.15

247	03	02	02	05	03	00	00	Technical Value	Technical Value	Assessment of the technical value	#REF	ISO 7-bit char string	32 bytes max		Leaf
248	03	02	02	07	03	00	00	Other Values	Other Values	Assessment of other relevant qualities	#REF	ISO 7-bit char string	32 bytes max		Leaf
249	03	00	00	03	03	00	00	Descriptors (Machine Assigned or Computed)	Descriptors	Descriptors (Machine Assigned or Computed) relating to analysis of the content	#REF				Node
250	03	03	01	03	03	00	00	Categorisation	Categorisation	Analytical categorisation of the content	#REF				Node
251	03	03	01	01	03	00	00	Content Classification	Content Classification	Content classification	#REF				Node
252	03	03	01	02	03	00	00	Cataloguing and Indexing	Same as 217	Archival analysis of the essence metadata	#REF				Node
253	03	03	01	02	01	00	00	Catalogue History	Same as 218	Audit metadata concerning the archival analysis metadata	#REF				Node
254	03	03	01	02	01	01	00	Status of Data Set	Same as 219	The current status of the metadata set	#REF	ISO 7-bit char string	32 bytes max		Leaf
255	03	03	01	02	02	00	00	Cataloguing, Indexing or Thesaurus system used	Same as 221	The particular Cataloguing, Indexing or Thesaurus system used	#REF	ISO 7-bit char string	32 bytes max		Leaf
256	03	03	01	02	05	00	00	Keywords	Same as 225	Words or phrases summarizing an aspect of the data set	#REF	ISO 7-bit char string	32 bytes max		Leaf
257	03	03	01	02	07	00	00	Key Frames	Same as 228	Reference to a key frame of video in the data set	#REF	ISO 7-bit char string	32 bytes max		Leaf
258	03	03	01	02	08	00	00	Key Sounds	Same as 227	Reference to a key sound in the data set	#REF	ISO 7-bit char string	32 bytes max		Leaf
259	03	03	01	02	09	00	00	Key data	Same as 228	Reference to a key piece of data or program in the data set	#REF	ISO 7-bit char string	32 bytes max		Leaf
260	03	03	01	06	00	00	00	Textual Description	Same as 229	A textual characterization of the data set	#REF				Node
261	03	03	01	07	03	00	00	Stratum	Same as 235	The descriptive stratum of the archival content analysis of the content	#REF				Node
262	03	03	01	07	01	00	00	Stratum kind	Same as 236	eg. Background, action, sound textures etc	#REF	ISO 7-bit char string	32 bytes max		Leaf
263	04	00	00	03	03	00	00	PARAMETRIC	Class 4 Parameters	Class 4 is reserved for parametric and configuration metadata.	#REF				Node
264	04	01	00	03	03	00	00	Video Essence Encoding Characteristics	Video Encoding Parameters	Operating characteristics of the device creating the essence	#REF				Node

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
255	06	01	01	00	00	00	00	00	Video Fundamental Characteristics	Video Fundamental Characteristics	Fundamental video characteristics	#REF!				Node	
266	06	01	01	01	00	00	00	00	Video Source Device	Video Source Device	Indicates the type of the video source.	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
267	06	01	01	02	00	00	00	00	Fundamental opto-electronic formulation	OE Transfer etc Characteristics	Fundamental opto-electronic transfer etc characteristics	#REF!				Node	
268	06	01	01	02	01	00	00	00	Gamma Information	Gamma Characteristics	Specifies the non-linear relationship between linear scene light levels and amplitude-compressed video signal levels.	#REF!				Type Node	
269	06	01	01	02	01	01	00	00	Gamma Equation	Gamma Equation	Specifies the non-linear relationship between linear scene light levels and amplitude-compressed video signal levels.	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	W25.32
270	06	01	01	02	01	02	00	00	Gamma	Gamma	Specifies expected gamma output settings on video display	#REF!	Rational	8 bytes		Leaf,	
271	06	01	01	02	02	00	00	00	Luma Equation	Luma Equation	Specifies the equation used to derive luma and chroma from gamma-corrected RGB signals	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
272	06	01	01	02	03	00	00	00	Colorimetry Code	Colorimetry Code	The fundamental color coding that relates the scene CIE tri-stimulus values (X, Y, Z) to the linear video levels (R, G, B).	#REF!	ISO 7-bit char	8 chars max	See types dictionary	Leaf	
273	06	01	01	03	00	00	00	00	Fundamental sequencing and scanning	Scanning Information	Fundamental scanning and sequencing information	#REF!				Node	
274	06	01	01	03	01	00	00	00	Signal Form Code	Component Sequence	Code specifies the component sequence for the video pixel matrix.	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
275	06	01	01	03	02	00	00	00	Color Field Code	Color Frame Index	Identifies the color field of the source video field for video derived from composite sources.	#REF!	UInt8	1 byte	00h = default, 01h – 07h = field number	Leaf	
276	06	01	01	03	03	00	00	00	Vertical Rate	Vertical Rate	Specifies the vertical rate of the video scanning system.	#REF!	UInt8	1 byte	See types dictionary	Leaf	
277	06	01	01	03	04	00	00	00	Frame Rate	Frame Rate	The rate that video images are captured, expressed in frames per second.	#REF!	UInt8	1 byte	See types dictionary	Leaf	
278	06	01	01	04	00	00	00	00	Image dimensions	Image Dimensions	Specifies information about the horizontal and vertical dimensions of an image.	#REF!	UInt8	1 byte	See types dictionary	Node	
279	06	01	01	04	01	00	00	00	Image lines	Image Lines	Specifies information about the number of vertical scan lines	#REF!				Node	

FIG.16

230	03	01	01	04	01	01	00	00	TotalLinesPerFrame	Total Lines per Frame	Specifies the number of lines in a total frame in the video scanning system.	#REF!	UInt16	2bytes			Leaf		
231	04	01	01	04	01	02	00	00	ActiveLinesPerFrame	Active Lines Per Frame	Specifies the total number of lines (rows) in the active portion of a frame in the video pixel matrix.	#REF!	UInt16	2bytes			Leaf		
232	04	01	01	04	01	03	00	00	LeadingLines	Leading Lines	Specifies number of blank lines before image	#REF!	Int32	4bytes			Leaf	W25.52	
233	04	01	01	04	01	04	00	00	TrailingLines	Trailing Lines	Specifies number of blank lines after image	#REF!	Int32	4bytes			Leaf	W25.52	
234	04	01	01	04	02	00	00	00	HorizontalAndVerticalDimensions	Horizontal and Vertical Dimensions	Specifies information about the horizontal and vertical dimensions of an image.	#REF!					Node		
235	04	01	01	04	02	01	00	00	DisplayAspectRatio	Aspect Ratio	Specifies the horizontal to vertical aspect ratio of the image as it is to be displayed.	#REF!					Type Node		
236	04	01	01	04	02	01	01	01	ImageAspectRatio	Image Aspectratio	Specifies the image aspect ratio	#REF!	Unsigned Char	1byte			Leaf		
237	04	01	01	04	02	01	01	02	ImageAspectRatio	Same as 237	Specifies the image aspect ratio	#REF!	Rational	8bytes			Leaf	W25.52	
238	04	01	01	04	02	01	02	00	Capture aspect ratio	Capture Aspect Ratio	Specifies the horizontal to vertical aspect ratio of the image captured at the sensor.	#REF!	Unsigned Char	1byte	See types dictionary		Leaf		
239	04	01	01	04	02	02	00	00	StoredHeight	Stored Height	Specifies height of stored image	#REF!	UInt32	4bytes			Leaf	W25.52	
240	04	01	01	04	02	03	00	00	StoredWidth	Stored Width	Specifies width of stored image	#REF!	UInt32	4bytes			Leaf	W25.52	
241	04	01	01	04	02	04	00	00	SampledHeight	Sampled Height	Specifies height of sampled image	#REF!	UInt32	4bytes			Leaf	W25.52	
242	04	01	01	04	02	05	00	00	SampledWidth	Sampled Width	Specifies width of sampled image	#REF!	Int32	4bytes			Leaf	W25.52	
243	04	01	01	04	02	06	00	00	SampledXOffset	Sampled X Offset	Specifies X offset of sampled image	#REF!	Int32	4bytes			Leaf	W25.52	
244	04	01	01	04	02	07	00	00	SampledYOffset	Sampled Y Offset	Specifies Y offset of sampled image	#REF!	Int32	4bytes			Leaf	W25.52	
245	04	01	01	04	02	08	00	00	DisplayHeight	Display Height	Specifies height of displayed image	#REF!	UInt32	4bytes			Leaf	W25.52	
246	04	01	01	04	02	09	00	00	DisplayWidth	Display Width	Specifies width of displayed image	#REF!	UInt32	4bytes			Leaf	W25.52	
247	04	01	01	04	02	0A	00	00	DisplayXOffset	Dipslay X Offset	Specifies X offset of displayed image	#REF!	Int32	4bytes			Leaf	W25.52	

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
298	04	01	01	04	02	08	00	00	DisplayYOffset	Display Y Offset	Specifies Y offset of displayed image	#REF	Int32	4 bytes		Leaf	W25.52
299	04	01	01	05	00	00	00	00	Video Coding Characteristics	Video Original Signal Characteristics	Information about the original analogue coding of the essence	#REF				Node	
300	04	01	01	05	01	00	00	00	Analogue Video System	Analogue Video Characteristics	PAL, NTSC etc	#REF	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
301	04	01	01	05	03	00	00	00	Luminance Sample rate	Luminance Sample Rate	The luminance sample rate	#REF	UInt8	1 byte	See types dictionary	Leaf	
302	04	01	01	05	04	00	00	00	Active Samples per Line	Active Samples Per Line	Total number of samples (columns) in the active portion of a line in the video pixel matrix.	#REF	UIMSBF	2 bytes		Leaf	
303	04	01	01	05	05	00	00	00	Total Samples per Line	Total Samples Per Line	Specifies the number of samples in a total line in the video pixel matrix.	#REF	UIMSBF	2 bytes		Leaf	
304	04	01	01	05	06	00	00	00	Bits Per Pixel	Bits Per Pixel	The maximum number of significant bits for the value in each band of each pixel without compression.	#REF	Unsigned Char	1 byte		Leaf	
305	04	01	01	05	07	00	00	00	Sampling Information	Sampling Information	Description of the component sampling	#REF				Node	
306	04	01	01	05	07	01	00	00	Sampling Hierarchy Code	Sampling Hierarchy Code	A code that specifies the component sampling hierarchy for the video pixel matrix.	#REF	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
307	04	01	01	05	07	02	00	00	HorizontalSubsampling	Horizontal Subsampling	Specifies ratio of luminance subsampling to chrominance subsampling in horizontal direction	#REF	UInt32	4 bytes		Leaf	W25.52
308	04	01	01	05	07	03	00	00	ColorSiting	Color Siting ?	Specifies how to compute subsampled chrominance values	#REF	ColorSitingType	2 bytes		Leaf	W25.52
309	04	01	01	05	08	00	00	00	Rounding Method Code	Rounding Method Code	Specifies the rounding method that has been applied to the digital samples of the video signal.	#REF	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
310	04	01	01	05	09	00	00	00	Filtering Code	Filtering Code	Specifies the spectral filtering that has been applied to the digital samples of the video signal.	#REF	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
311	04	01	01	05	10	00	00	00	Sampling Structure	Sampling Structure	Description of the sampling structure of the video scanning system, such as Progressive and single frame.	#REF				Node	
312	04	01	01	05	10	01	00	00	Sampling Structure Code	Sampling Structure Code	A code that specifies the analogue or digital sampling structure for the video scanning system. Eg Progressive	#REF	Unsigned Char	1 byte	See types dictionary	Leaf	

FIG.17

313	04	01	01	05	10	02	00	00	FrameLayout	Frame Layout	Specifies frame layout (interlaced, single frame, full frame, etc.)	#REF!	LayoutType	2 bytes		Leaf	W25.52
314	04	01	01	05	0A	00	00	00	VideoLineMap	Line Field Information	Specifies relation between scanned lines and stored fields	#REF!	Array of Int32	8 bytes		Leaf	W25.52
315	04	01	01	05	0B	00	00	00	AlphaTransparency	Signal Transparency	Specifies whether 0 or the maximum value is transparent	#REF!	Int32	4 bytes		Leaf	W25.52
316	04	01	01	05	0C	00	00	00	ComponentWidth	Component Width	Specifies component width in bits	#REF!	Int32	4 bytes		Leaf	W25.52
317	04	01	01	05	0D	00	00	00	BlackReferenceLevel	Black Reference Level	Specifies digital luminance associated with black	#REF!	UInt32	4 bytes		Leaf	W25.52
318	04	01	01	05	0E	00	00	00	WhiteReferenceLevel	White Reference Level	Specifies digital luminance associated with white	#REF!	UInt32	4 bytes		Leaf	W25.52
319	04	01	01	05	0F	00	00	00	ColorRange	Color Dynamic Range	Specifies range of allowable chrominance values	#REF!	UInt32	4 bytes		Leaf	W25.52
320	04	01	01	05	11	00	00	00	PixelLayout	Order of Color Components	Specifies order of components	#REF!	RGBALayout			Leaf	W25.52
321	04	01	01	05	12	00	00	00	Palette	Color Palette	Specifies palette containing colors	#REF!	DataValue	variable		Leaf	W25.52
322	04	01	01	05	13	00	00	00	PaletteLayout	Palette Layout ?	Specifies layout of components in palette	#REF!	RGBALayout			Leaf	W25.52
323	04	01	01	05	14	00	00	00	IsUniform	Number of Same Data in Horizontal Direction of Original Signal	Specifies if the data has the same number of rows in strip throughout	#REF!	Boolean	1 byte		Leaf	W25.52
324	04	01	01	05	15	00	00	00	IsContiguous	Number of Stored Contiguous Bytes	Specifies if the data is stored in contiguous bytes	#REF!	Boolean	1 byte		Leaf	W25.52
325	04	01	01	05	16	00	00	00	JPEGTableID	JPEG Table	Specifies JPEG table used to compress video	#REF!	JPEGTableIDType			Leaf	W25.52
326	04	01	01	05	17	00	00	00	TIFFDescriptor_Summary	Tiff Parameters	Contains the TIFF format summary data	#REF!	DataValue	variable		Leaf	W25.52
327	04	01	01	05	18	00	00	00	MPEG Coding Characteristics	MPEG Coding Chracteristics	Information about MPEG video coding	#REF!					
328	04	01	01	05	18	02	00	00	MPEG-2 Coding Characteristics	MPEG-2 Coding Characteristics	Information about MPEG video coding	#REF!					
329	04	01	01	05	18	02	01	00	Field Frame Type Code	Field Frame Type Code	Identifies the field or frame type of the source video image for video derived from compressed sources. Eg. I B or P	#REF!	ISO 7-bit char	1 char	I, 'B' or 'P'		
330	04	01	02	00	00	00	00	00	Film parameters	Film Parameters	Information about Film	#REF!				Node	

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
331	04	01	02	01	00	00	00	00	Film to Video parameters	Film Video Parameters	Information about transferring Film to Video	#REF				Node	
332	04	01	02	01	01	00	00	00	Field Dominance	Field Dominance ?	Field one dominant (True)	#REF	Boolean	1 byte	00h (FALSE) or FFh (TRUE)	Leaf	
333	04	01	02	01	02	00	00	00	Framephase sequence	Frame Phase Sequence	eg. A frame, B frame, C frame	#REF	Unsigned Char	1 byte	Modulo 'n' count to 255 max	Leaf	
334	04	01	02	02	00	00	00	00	Film Pulldown characteristics	Film Pulldown Charateristics	Film transfer pulldown characteristics	#REF				Node	
335	04	01	02	02	01	00	00	00	Pulldown sequence	Pulldown Sequence	eg. 3:2, 1:1	#REF	Unsigned Char	1 byte	See types dictionary	Leaf	
336	04	01	02	02	02	00	00	00	Pull down phase	Pulldown Phase	Redundant field in a 3:2 pulldown sequence	#REF	Boolean	1 byte	00h (FALSE) or FFh (TRUE)	Leaf	
337	04	01	02	02	03	00	00	00	PulldownKind	Pulldown Kind	Specifies kind of pulldown	#REF	PulldownKindType	2 bytes		Leaf	W25.52
338	04	01	02	02	04	00	00	00	PulldownDirection	Pulldown Direction	Specifies direction of pulldown	#REF	PulldownDirectionType	2 bytes		Leaf	W25.52
339	04	01	02	02	05	00	00	00	PhaseFrame	Pulldown Phase	Specifies pulldown phase	#REF	PhaseFrameType	2 bytes		Leaf	W25.52
340	04	01	02	03	00	00	00	00	Film Frame Rates	Film Frame Rates	Frame per second film frame rate	#REF				Node	
341	04	01	02	03	01	00	00	00	Capture Film Frame rate	24.00 fps	eg 24.00 fps	#REF	Unsigned Char	1 byte	See types dictionary	Leaf	
342	04	01	02	03	02	00	00	00	Transfer Film Frame rate	23.976 fps	eg 23.976 fps	#REF	Unsigned Char	1 byte	See types dictionary	Leaf	
343	04	01	02	03	03	00	00	00	FilmDescripter_FrameRate	Specifies Frame rate	Specifies frame rate	#REF	UInt32	4 bytes		Leaf	W25.52
344	04	01	02	04	00	00	00	00	Film characteristics	Film Characteristics	Frame per second film frame rate	#REF				Node	
345	04	01	02	04	01	00	00	00	Film capture aperture	Film Aperture Characteristics	eg super 16, academy	#REF	ISO 7-bit char string	32 bytes max		Leaf	

FIG.18

345	04	01	02	04	02	00	00	00	Film Colour Process	Film Color Process	The film colouring process used. Eg. Pathe Colour, Hand Colouring, Berthon Keller Dorian Lenticular Process	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
347	04	01	02	04	03	00	00	00	CodeFormat	Edge Code Format	Specifies the edge code format	#REF!	EdgeType	2 bytes		Leaf	
348	04	01	02	04	04	00	00	00	Header	Header Text	Specifies the header text on the film	#REF!	DataValue	variable		Leaf	W25.52
349	04	01	03	00	00	00	00	00	Video and Film test parameters	Video and Film Test Parameters	Test information from the original recording	#REF!				Node	
350	04	01	03	01	00	00	00	00	Video test parameters	Video Test Parameters	Video information from the original recording	#REF!				Node	
351	04	01	03	01	01	00	00	00	Test parameter	Test Parameter	eg. Starting Bit Error Rate, Maximum BER Tolerance Level, Sharpness Quality Benchmark, Scalar Based Quality Parameter, Spatial Quality Information, Temporal Quality Information, Matrix Based Quality Parameter	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
352	04	01	03	01	02	00	00	00	TestResult (real)	Test Result (Real)	The result from the specified test	#REF!	Floating Point	4 bytes		Leaf	
353	04	01	03	01	03	00	00	00	TestResult (integer)	Test Result (Integer)	The result from the specified test	#REF!	UInt32	4 bytes		Leaf	
354	04	01	03	02	00	00	00	00	Film test Parameters	Film Test Parameters	Film test information from the original recording	#REF!				Node	
355	04	01	03	02	01	00	00	00	Test parameter	Test Parameter	eg. Film Frequency Response, Telecine Gamma Correction, Macbeth Color Checker, Telecine Gray Scale Mirror, Lab Aim Density, Lab Aim Density Red/Green/Blue, Lab Aim Density	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
356	04	01	03	02	02	00	00	00	Test Result (real)	Test Result (Real)	The result from the specified test	#REF!	Floating Point	4 bytes		Leaf	
357	04	01	03	02	03	00	00	00	Test Result (integer)	Test Result (Integer)	The result from the specified test	#REF!	SIMSBF	4 bytes		Leaf	
358	04	01	04	00	00	00	00	00	Video digital storage alignment	Video Digital Storage Alignment		#REF!				Node	
359	04	01	04	01	00	00	00	00	ImageAlignmentFactor	Buffer Size When Storing Frames	Specifies buffer size alignment when storing frames	#REF!	UInt32	4 bytes		Leaf	W25.52
360	04	01	04	02	00	00	00	00	ClientFillStart	Bytes of Fill Before Start of Field	Specifies bytes of fill before start of field	#REF!	UInt32	4 bytes		Leaf	W25.52
361	04	01	04	03	00	00	00	00	ClientFillEnd	Bytes of Fill After End of Field	Specifies bytes of fill after end of field	#REF!	UInt32	4 bytes		Leaf	W25.52
362	04	01	04	04	00	00	00	00	PaddingBits	Padding Bits	Specifies the number of bits to pad each pixel	#REF!	Int16	2 bytes		Leaf	W25.52
363	04	02	00	00	00	00	00	00	Audio Essence Encoding Characteristics	Characteristics of Audio Signal Device	Operating characteristics of the device creating the essence.	#REF!				Node	

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
364	06	02	01	00	00	00	00	00	Audio Fundamental Characteristics	Audio Fundamental Characteristics	Fundamental audio characteristics	#REF!				Node	
365	06	02	01	01	00	00	00	00	Audio Source Device	Audio Source Device	Indicates the type of the audio source.	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
366	06	02	01	02	00	00	00	00	Fundamental audio formulation	Fundamental Audio Control	number of recording channels used, analogue or digital recording device, analog or digital mixing console	#REF!				Node	
367	06	02	01	02	01	00	00	00	Electro-spatial formulation	Audio Channel Division	Mono, Dual mono, Stereo A+B, Stereo MAS, Dolby surround, MPEG EC/NBC etc	#REF!	Unsigned Char	1 byte	See types dictionary	Leaf	
368	06	02	01	02	02	00	00	00	Filtering applied	Audio Filtering Characteristics	eg, Academy, flat etc	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
369	06	02	01	02	03	00	00	00	Audio reference level	Audio Reference Level	Number of Dbm for 0VU	#REF!	UInt8	1 byte		Leaf	
370	06	02	01	02	04	00	00	00	Number of audio channels in mix	Number of Audio Channels in Mix	The number of audio channels in the mix	#REF!				Node	
371	06	02	01	02	04	01	00	00	Mono channels	Number of Mono Channels	The number of mono channels in the mix	#REF!	UInt8	1 byte	1 to 255	Leaf	
372	06	02	01	02	04	02	00	00	Stereo channels	Number of Stereo Channels	The number of stereo channels in the mix	#REF!	UInt8	1 byte	1 to 255	Leaf	
373	06	02	01	02	04	03	00	00	PhysicalTrackNumber	Track Number	Identifies the physical track associated with the slot	#REF!	UInt32	4 bytes		Leaf	W25.52
374	06	02	01	03	00	00	00	00	Film sound source	Audio From Film	Indicates the film sound source	#REF!				Node	
375	06	02	01	03	01	00	00	00	Optical track	Optical Recording	The kind of optical track from which the sound was recovered	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
376	06	02	01	03	02	00	00	00	Magnetic track	Magnetic Recording	The kind of magnetic track from which the sound was recovered	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
377	06	02	02	00	00	00	00	00	Analogue Audio Coding Characteristics	Analogue Audio Characteristics	Information about the original analogue coding of the essence	#REF!				Node	
378	06	02	02	01	00	00	00	00	Analogue system	Analogue System	Flat, Dolby-A etc	#REF!	ISO 7-bit char string	32 bytes max		Leaf	

FIG.19

379	04	02	03	03	00	00	00	Digital Audio Sampling Characteristics	Audio Sampling Characteristics	sampling frequency, reference clock, bits per sample, rounding, dither (rectangular, triangular PD)	#REF!				Node
380	04	02	03	01	00	00	00	Sample rate	Sample Rate	The sample rate	#REF!	UInt8	1 byte	See types dictionary	Leaf
381	04	02	03	02	00	00	00	Reference clock frequency	Clock Frequency	The reference clock frequency in Hz	#REF!	UInt8	1 byte	See types dictionary	Leaf
382	04	02	03	03	00	00	00	Bits per Sample	Bits Per Samples	The maximum number of significant bits for the value without compression.	#REF!	UInt8	1 byte		Leaf
383	04	02	03	04	00	00	00	Rounding law	Rounding Law	The rounding law applied	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf
384	04	02	03	05	00	00	00	Dither	Dither	rectangular, triangular PD	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf
385	04	02	04	00	00	00	00	Digital Audio Coding Characteristics	Audio Coding Characteristics	Information about the essence digital coding	#REF!				Node
386	04	02	04	01	00	00	00	Coding Law	Coding Law	Type of coding (u-Law, A-law, block companding G.711, G.722, MPEG type, layer no, Dolby AC	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf
387	04	02	04	02	00	00	00	Layer number	Layer Number	The layer number of the digital coding	#REF!	UInt8	1 byte		Leaf
388	04	02	04	03	00	00	00	Average Bit rate	Average Bit Rate	The Average bit rate	#REF!	Floating Point	4 bytes		Leaf
389	04	02	04	04	00	00	00	Fixed bit rate	Fixed Bit Rate	Fixed = TRUE, variable = FALSE	#REF!	Boolean	1 byte	00h (FALSE), FFh (TRUE)	Leaf
390	04	02	07	00	00	00	00	Audio test parameters	Audio Test Parameters	Audio test parameters from the original recording	#REF!				Node
391	04	02	07	01	00	00	00	Signal to noise ratio	SNR	The measured signal to noise ratio of the original recording	#REF!	Floating Point	4 bytes		Leaf
392	04	02	07	02	00	00	00	Weighting	Weighting	The weighting used in measurements	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf
393	04	02	08	00	00	00	00	Audio summary information	Audio Summary Information		#REF!				Node
394	03	02	08	01	00	00	00	AIFCDescriptor_Summary	AIfc Format Summary	Contains AIFC format summary	#REF!	DataValue	variable		Leaf	M25.52
395	04	02	08	02	00	00	00	WAVEDescriptor_Summary	Wave Format Summary	Contains the WAVE audio format summary data	#REF!	DataValue	variable		Leaf	M25.52
396	04	03	03	00	00	00	00	Data Essence Encoding Characteristics	Encoding Method	Operating characteristics of the device creating the data essence.	#REF!				Node

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
397	06	0E	2B	34	01	01	01	03	04	01	01	00	00	00	Data Essence Fundamental Characteristics	Fundamental Characteristics	Fundamental Data characteristics	#REF!				Node	
398	06	0E	2B	34	01	01	01	03	04	01	02	00	00	00	Analogue Data Essence Coding Characteristics	Information About Original Signals	Information about the original analogue coding of the data essence	#REF!				Node	
399	06	0E	2B	34	01	01	01	03	04	01	02	01	00	00	Analogue Data Coding	Analogue Data Coding	eg. Teletext	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
400	06	0E	2B	34	01	01	01	03	04	01	03	00	00	00	Digital Data Coding Characteristics	Digital Coding Characteristics	Information about the data essence digital coding	#REF!				Node	
401	06	0E	2B	34	01	01	01	03	04	01	04	00	00	00	Data test parameters	Data From The Original Recording	Data test parameters from the original recording	#REF!				Node	
402	06	0E	2B	34	01	01	01	03	04	02	01	00	00	00	Metadata Encoding Characteristics	Metedata Device Characteristics	Operating characteristics of the device creating the metadata	#REF!				Node	
403	06	0E	2B	34	01	01	01	03	04	02	02	00	00	00	Metadata Fundamental Characteristics	Metadata Fundamental Characteristics	Fundamental Metadata characteristics	#REF!				Node	
404	06	0E	2B	34	01	01	01	03	04	02	02	01	00	00	Timecode Characteristics	Timecode Characteristics	Characteristics of timecode metadata	#REF!				Node	
405	06	0E	2B	34	01	01	01	03	04	02	02	01	01	00	Timecode Kind	Time Code Kind	eg. Dropframe, non drop frame, EBU, 309M, 12M etc	#REF!				Node	
406	06	0E	2B	34	01	01	01	01	04	02	02	01	01	00	Timecode Kind	Time Code Kind	Timecode Kind expressed as a ISO 7-bit string	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
407	06	0E	2B	34	01	01	01	01	04	02	02	01	02	00	Drop	Drop Frame	Specifies whether timecode is drop frame	#REF!	Boolean	1 byte		Leaf	W25.52
408	06	0E	2B	34	01	01	01	01	04	02	02	01	03	00	SourceType	LTC/VITC	Specifies whether timecode is LTC or VITC	#REF!	TCSource	2 bytes		Leaf	W25.52
409	06	0E	2B	34	01	01	01	01	04	02	02	02	00	00	Timecode Timebase	Timecode Timebase	eg. 24, 23, 30, 60, 48	#REF!				Type Node	
410	06	0E	2B	34	01	01	01	01	04	02	02	02	01	00	Timecode Timebase	Same as 410	eg. 24, 25, 30, 60, 48	#REF!	UInt8	1 byte	See types dictionary	Leaf	
411	06	0E	2B	34	01	01	01	01	04	02	02	02	02	00	FPS	Frames Per Second	Specifies frames per second	#REF!	UInt16	2 bytes		Leaf	W25.52

FIG.20

412	01	04	01	01	03	00	00	00	Timecode User bits flag	User Bits On/Off	User bits active = True	#REF!	Boolean	1 byte	00h (FALSE), FFh (TRUE)	Leaf	
413	04	04	01	01	04	00	00	00	Start	Start Address	Specifies starting timecode in edit units	#REF!	Position	8 bytes		Leaf	W25.52
414	04	04	01	01	07	00	00	00	TimecodeStream_SampleRate	Sample Rate of Timecode	Specifies sample rate of timecode	#REF!	Rational	8 bytes		Leaf	W25.52
415	04	04	01	01	08	00	00	00	Source	Timecode Data	Contains timecode data	#REF!	DataStream	Variable		Leaf	W25.52
416	04	04	01	01	0A	01	00	00	IncludeSync	Timecode With Sync Signals	Specifies whether synchronization data is included	#REF!	Boolean	1 byte		Leaf	W25.52
417	04	04	02	00	00	00	00	00	Analogue Metadata Coding Characteristics	Analogue Metadata Information	Information about the original analogue coding of the metadata	#REF!				Node	
418	04	04	02	01	00	00	00	00	Analogue Metadata Carrier	Analogue Metadata Carrier	eg. Teletext	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
419	04	04	03	00	00	00	00	00	Digital Metadata Coding Characteristics	Digital Metadata Information	Information about the metadata digital coding	#REF!				Node	
420	04	04	03	01	00	00	00	00	Digital Metadata Carrier	Digital Metadata Carrier	The metadata coding type - eg. Digital VBI, AES-3	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
421	04	04	07	00	00	00	00	00	Metadata test parameters	Metadata Test Characteristics	Metadata test parameters from the original recording	#REF!				Node	
422	04	05	00	00	00	00	00	00	System & Control Encoding Characteristics	Device Characteristics	Operating characteristics of the device creating the system and control information	#REF!				Node	
423	04	05	01	00	00	00	00	00	System & Control Fundamental Characteristics	Fundamental Metadata Characteristics	Fundamental System and Control Metadata characteristics	#REF!				Node	
424	04	05	01	01	00	00	00	00	Analogue System & Control Coding Characteristics	Original Analogue Signal Characteristics	Information about the original analogue coding of the system & control data	#REF!				Node	
425	04	05	01	01	01	00	00	00	Analogue System & Control Coding	Analog System	eg. Teletext	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
426	04	05	02	00	00	00	00	00	Digital System Coding Characteristics	Information About The Original Digital Coding	Information about the original digital coding of the system & control data	#REF!				Node	
427	04	05	03	00	00	00	00	00	Digital System Metadata Sampling Characteristics	Information About Digital Metadata	Information about the System and Control metadata digital sampling	#REF!				Node	
428	04	05	04	00	00	00	00	00	System Metadata test parameters	Original Signal Metadata Characteristics	System and Control metadata test parameters from the original recording	#REF!				Node	
429	04	06	00	00	00	00	00	00	General Encoding Characteristics	General Encoding Characteristics	Characteristics that apply to more than one type of essence or metadata	#REF!				Node	

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
430	06	0E	2B	34	01	01	01	02	General Essence Encoding Characteristics	General Essence Encoding Characteristics	Characteristics that apply to more than one type of essence	#REF				Node	
431	06	0E	2B	34	01	01	01	03	SampleRate	Sampling Rate	Specifies the sample rate of essence data	#REF	Rational	8 bytes		Leaf	W25.52
432	06	0E	2B	34	01	01	01	04	Length	Length	Specifies the number of samples of essence data	#REF	Length	8 bytes		Leaf	W25.52
433	06	0E	2B	34	01	01	02	01	Container encoding Characteristics	Container Encoding Characteristics	Characteristics that apply to the container of the metadata or essence	#REF				Node	
434	06	0E	2B	34	01	01	02	02	ByteOrder	Byte Order	Specifies the byte order of the metadata	#REF	Int16	2 bytes		Leaf	
435	06	0E	2B	34	01	01	03	01	Storage Medium parameters	Storage Medium Information	Characteristics that describe the physical media such as cartridge size	#REF				Node	
436	06	0E	2B	34	01	01	03	02	Tape cartridge format	Tape Cartridge Format		#REF				Node	
437	06	0E	2B	34	01	01	03	03	Videotape gauge and format	Videotape Gauge	The gauge and format of the videotape eg. Betacam SP, HDVS 24P	#REF	ISO 7-bit char string	32 bytes max		Leaf	
438	06	0E	2B	34	01	01	03	04	FormFactor	Size of Tape	Specifies the physical size of tape	#REF	TapeCaseType	2 bytes		Leaf	W25.52
439	06	0E	2B	34	01	01	03	05	VideoSignal	Signal Form	Specifies whether the tape is NTSC, PAL, or SECAM	#REF	VideoSignalType	2 bytes		Leaf	W25.52
440	06	0E	2B	34	01	01	03	06	TapeFormat	Tape Format	Describes the format of the tape	#REF	TapeFormatType	2 bytes		Leaf	W25.52
441	06	0E	2B	34	01	01	03	07	Length	Recording Time	Specifies the tape capacity in minutes	#REF	Length	8 bytes		Leaf	W25.52
442	06	0E	2B	34	01	01	03	08	TapeDescriptor_ManufacturerID	Tape Manufacturer	Specifies the SMPTE label or AUID that identifies the manufacturer	#REF	Unicode String	variable		Leaf	W25.52
443	06	0E	2B	34	01	01	03	09	Model	Tape Model Number	Specifies the tape model number	#REF	Unicode String	variable		Leaf	W25.52
444	06	0E	2B	34	01	01	04	01	Disc recorder parameters	Disc Recorder Information	Information about the recorder disc	#REF				Node	

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445	04	07	02	01	00	00	00	00	Disc kind and format	Disc Kind	The kind and format of the disc eg. Recordable DVD, CD Rom	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
446	04	07	03	00	00	00	00	00	Film Medium Parameters	Film Medium Information	Information about the physical film media	#REF!				Node	
447	04	07	03	01	00	00	00	00	Film stock manufacturer	Film Stock Manufacturer	eg Kodak, Ilford	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
448	04	07	03	02	00	00	00	00	Film Stock type	Film Stock Type	eg. 5247	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
449	04	07	03	03	00	00	00	00	PerforationsPerFrame	Perforations Information	Specifies number of perforations per frame (that is 3 or 4)	#REF!	Uint8	1 byte		Leaf	
450	04	07	03	04	00	00	00	00	FilmKind	Film Kind	Specifies the film type	#REF!	FilmType	2 bytes		Leaf	W25.52
451	04	07	03	05	00	00	00	00	FilmFormat	Film Format	Identifies kind of film stock	#REF!	FilmType	2 bytes		Leaf	W25.52
452	04	07	03	06	00	00	00	00	FilmAspectRatio	Film Aspect Ratio	Specifies image aspect ratio for film	#REF!	Rational	8 bytes		Leaf	W25.52
453	04	07	03	07	00	00	00	00	Manufacturer	Manufacturer	Specifies manufacturer of film stock	#REF!	Unicode String	variable		Leaf	W25.52
454	04	07	03	08	00	00	00	00	Model	Model	Specifies film model number	#REF!	Unicode String	variable		Leaf	W25.52
455	04	07	03	09	00	00	00	00	Film gauge and format	Film Gauge	The gauge and format of the film eg 70 mm Neg. Blair Vitascope 48 mm	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
456	04	03	03	00	00	00	00	00	*Object Characteristics (Placeholder)*			#REF!				Node	
457	04	10	00	00	00	00	00	00	Device Characteristics	Device Characteristics	Information about the devices used	#REF!				Node	
458	04	10	01	00	00	00	00	00	Camera Characteristics	Camera Characteristics	Information about camera devices	#REF!				Node	
459	04	10	01	01	00	00	00	00	Optical Characteristics	Optica Characteristics	Information about camera optics	#REF!				Node	
460	04	10	01	01	01	00	00	00	Focal Length	Focal Length	Focal length of the lens at time of collection.	#REF!	Floating Point	4 bytes		Leaf	
461	04	10	01	01	01	00	00	00	Sensor Size	CCD Size	The size of the sensor - eg. 1/2", 2/3" etc	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
462	04	10	01	01	02	00	00	00	Lens Aperture	Lens	Aperture of the lens at the time of collection	#REF!	Floating Point	4 bytes		Leaf	

Line #	SMPTE label									Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
463	04	10	01	01	01	02	00	00	00	Sensor Type Code	CCD Size of Original Signals	Code indicating type of sensor that produced the original video content	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
464	04	10	01	01	01	03	00	00	00	Field of View	Field of View	Sensor field of view, in degrees.	#REF!	Floating Point	4 bytes		Leaf	
465	04	10	01	01	01	04	00	00	00	Anamorphic lens characteristic	Special Lens	eg Flat, anamorphic	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
466	04	10	01	01	02	00	00	00	00	Optical Test parameters	Optical Test Characteristics	Optical test parameters from the original recording	#REF!				Node	
467	04	10	01	01	02	00	00	00	00	Optical Sensor Characteristics	Sensor Characteristics	Information about the optical sensor used	#REF!				Node	
468	04	10	01	01	02	01	00	00	00	Flare	Flare Characteristics	Flare test measurements	#REF!	Floating Point	4 bytes		Leaf	
469	04	10	02	00	00	00	00	00	00	Microphone Characteristics	Microphone Characteristics	Information about microphones used	#REF!				Node	
470	04	10	02	01	00	00	00	00	00	Sensor type	Sensor Type	transducer principle	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
471	04	10	02	02	00	00	00	00	00	Polar characteristic	Polar Characteristics	polar patterns	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
472	04	15	00	00	00	00	00	00	00	Image Characteristics	Image Characteristics	The specific category of imagery	#REF!				Node	
473	04	15	01	00	00	00	00	00	00	Image Category	Image Category	Identifies the specific category of imagery (often revealing the nature of the collector or intended use). Format is as defined in NITF v2.0 in addition to those defined here.	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
474	05	00	00	00	00	00	00	00	00	PROCESS	Class 5 Process	Class 5 is reserved for information about the essence processing	#REF!				Node	
475	05	01	00	00	00	00	00	00	00	Process Indicators	Process Status Flag	Flags etc indicating the process status of the essence	#REF!				Node	
476	05	01	01	00	00	00	00	00	00	Fundamental	Fundamental Information	Information about process fundamentals	#REF!				Node	
477	05	01	01	01	00	00	00	00	00	Integration Indicator	Display Segment of A Clip or Shot	A term that describes what the essence is as a unit status of the essence. Terms must be consistent with industry or organizational practices to be useful. Includes a segment of a clip or shot.	#REF!	ISO 7-bit char string	32 bytes max		Leaf	

FIG.22

478	05	01	01	02	00	00	00	00	Quality Flag	Duplication Property	Quality of a specific recording/physical copy (good/no good)	#REF!	Boolean	1 byte	00h (NO GOOD), FFh (GOOD)	Leaf	
479	05	01	01	03	00	00	00	00	Physical Instance Category	Duplication Purpose	Category of physical copy (e.g., master copy, copy, broadcast copy)	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
480	05	01	02	00	00	00	00	00	Capture	Capture	Information about how content capture	#REF!				Node	
481	05	01	02	01	00	00	00	00	Digital or analogue origination	Digital or Analogue Origination	The nature of the first capture of the material	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
482	05	01	02	02	00	00	00	00	Microphone Placement techniques	Microphone Placement Techniques	spaced omnis, spaced cardioids, close miking	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
483	05	01	03	00	00	00	00	00	Manipulation	Manipulation	Information about how content manipulation	#REF!				Node	
484	05	01	03	01	00	00	00	00	Simple Flagging	Number of Alternations	The number of alterations to the original file.	#REF!	UInt16	2 bytes		Leaf	
485	05	01	03	02	00	00	00	00	Copy Number	Number of Copies	The number of copies (i.e. not lossless clones)	#REF!	UInt8	1 byte	1 to 255		
486	05	01	03	03	00	00	00	00	Clone number	Number of Clones	The number of clones (i.e. digitally lossless copies)	#REF!	UInt8	1 byte	1 to 255		
487	05	01	03	04	00	00	00	00	Work in Progress Flag	Work In Progress Falg	Is the essence is a work in progress? TRUE/FALSE	#REF!	Boolean	1 byte	00h (FALSE), FFh (TRUE)	Leaf	
488	05	01	03	08	00	00	00	00	Digital or analogue mix	Digital or Analogue mix	The way in which the first mix down was done - particularly audio.	#REF!				Type Node	
489	05	01	03	08	00	00	00	00	Digital or analogue mix	Same as 489	The way in which the first mix down was done - particularly audio	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
490	05	02	00	00	00	00	00	00	Downstream Processing History	History of Compression for Payload	Audit history of compression for payload.	#REF!				Node	
491	05	02	01	00	00	00	00	00	Video Compression History	History of Compression for Video Payload	Audit history of compression for video payload.	#REF!				Node	
492	05	02	01	01	00	00	00	00	Video Compression Algorithm	Video Compression Algorithm	Algorithm used to compress video content.	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
493	05	02	01	02	00	00	00	00	MPEG-2 dynamic coding historical dataset	Compression Historical Dataset	Audit history of coding - as SMPTEXXXX.	#REF!	as per standard			Leaf	
494	05	02	01	03	00	00	00	00	Video Noise Reduction Algorithm	Noise Reduction Algorithm	Algorithms used in a noise reduction process	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
495	05	02	01	04	00	00	00	00	Compression	Compression	Specifies video compression	#REF!	AUID	16 bytes		Leaf	W25.52

Line #	SMPTE label									Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
496	06	02	02	00	00	00	00	00		Audio Compression History	Audio Compression History	Audit history of compression for audio payload.	#REF!				Node	
497	06	02	02	01	00	00	00	00		Audio Compression Algorithm	Audio Compression Algorithm	Algorithms used, bitrates used, modes used.	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
498	06	02	02	02	00	00	00	00		MPEG-2 Audio dynamic coding history	Audio Coding History	quantisation per subband, scale factors as per SMPTE0000.	#REF!	as per standard			Leaf	
499	06	02	02	03	00	00	00	00		Audio Noise Reduction Algorithm	Noise Reduction Algorithm	Algorithm used in a noise reduction process - eg Dolby SR, Telcom, other	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf	
500	06	02	03	00	00	00	00	00		Data Compression History	Same as 491	Audit history of compression for payload.	#REF!				Node	
501	06	02	04	00	00	00	00	00		Metadata Compression History	Metadata Compression History	Audit history of compression for payload.	#REF!				Node	
502	06	10	00	00	00	00	00	00		MPEG Processing	MPEG Processing	MPEG processing performed on the essence	#REF!				Node	
503	06	10	01	00	00	00	00	00		Splicing Metadata	Splicing Metadata	MPEG-2 splicing metadata as defined in SDTI-CP (E.M) and SMPTE 312M	#REF!	as per standard			Leaf	
504	06	20	00	00	00	00	00	00		Enhancement or Modification	Enhancement or Modification	Enhancement or modification to the essence	#REF!				Node	
505	06	20	01	00	00	00	00	00		Video processing	Modification to The Video Essence	Enhancement or modification to the video essence	#REF!				Node	
506	06	20	01	01	00	00	00	00		Enhancement or Modification Description	Modification Description	Description of how video content was modified.	#REF!	ISO 7-bit char string	127 bytes max		Leaf	
507	06	20	01	02	00	00	00	00		Video processor settings (Device-specific)	Device Designation	The settings of a specific device in the system	#REF!				Node	
508	06	20	01	02	01	00	00	00		Device kind	Device Kind	Specific description for a device - eg for the film camera, film grading, video camera, variable gain amplifier etc	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
509	06	20	01	02	02	00	00	00		Device parameter	Device Parameter	Specific parameter for the specified device eg. Overall gain, Red fit, coring	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
510	06	20	01	02	03	00	00	00		Device parameter setting	Same as 510	The setting of the specific parameter for the specified device	#REF!	ISO 7-bit char string	32 bytes max		Leaf	

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511	05	20	02	00	00	00	00	00	Audio Processing	Audio Modification	Enhancement or modification to the audio essence	#REF				Node	
512	05	20	02	01	00	00	00	00	Enhancement or Modification Description	Description of How Audio Content Was Modified	Description of how audio content was modified.	#REF	ISO 7-bit char string	127 bytes max		Leaf	
513	05	20	02	02	00	00	00	00	Audio processor settings (Device specific)	Setting of Audio Device	The settings of a specific device in the system	#REF				Node	
514	05	20	02	02	01	00	00	00	Device kind	Device Kind	Specific description for a device - eg The Compressor, limiter, etc	#REF	ISO 7-bit char string	32 bytes max		Leaf	
515	05	20	02	02	02	00	00	00	Device parameter	Divice Parameter	Specific parameter for the specified device eg. Attack, gating	#REF	ISO 7-bit char string	32 bytes max		Leaf	
516	05	20	02	02	03	00	00	00	Device parameter setting	Device Parameter Setting	The setting of the specific parameter for the specified device	#REF	ISO 7-bit char string	32 bytes max		Leaf	
517	05	20	03	00	00	00	00	00	Data Processing	Data Processing	Enhancement or modification to the data essence	#REF				Node	
518	05	20	03	01	00	00	00	00	Enhancement or Modification Description	Description of How Audio Content Was Modified	Description of how data content was modified.	#REF	ISO 7-bit char string	127 bytes max		Leaf	
519	05	20	03	02	00	00	00	00	Data processor settings (Device-specific)	Device Setting	The settings of a specific device in the system	#REF				Node	
520	05	20	03	02	01	00	00	00	Device kind	Device Kind	Specific description for a device	#REF	ISO 7-bit char string	32 bytes max		Leaf	
521	05	20	03	02	02	00	00	00	Device parameter	Divice Parameter	Specific parameter for the specified device	#REF	ISO 7-bit char string	32 bytes max		Leaf	
522	05	20	03	02	03	00	00	00	Device parameter setting	Device Parameter Setting	The setting of the specific parameter for the specified device	#REF	ISO 7-bit char string	32 bytes max		Leaf	
523	05	20	10	00	00	00	00	00	Editing Information	Editing Information	Information about alterations to the original image stream.	#REF				Node	
524	05	20	10	01	00	00	00	00	Editing version information	Editing Version Information		#REF				Node	
525	05	20	10	01	01	00	00	00	Version	Version of the Format	Specifies the version of the file format	#REF	VersionType	2 bytes		Leaf	W25.52
526	05	20	10	02	00	00	00	00	Editing decisions	Editing Details		#REF				Node	
527	05	20	10	02	01	00	00	00	RelativeScope	Content of Change	Specifies relative scope	#REF	UInt32	4 bytes		Leaf	W25.52
528	05	20	10	02	02	00	00	00	RelativeSlot	Change Slot	Specifies slot in scope	#REF	UInt32	4 bytes		Leaf	W25.52

Line #	SMPTE label									Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
529	06	20	10	02	03	00	00	00		SourceMobSlotID	Source Signal Mob	Specifies slot in mob	#REF!	UInt32	4 bytes		Leaf	W25.52
530	06	20	10	02	04	00	00	00		DefFadeType	Default Fade Type	Specifies the default fade type for audio soft cuts	#REF!	FadeType	2 bytes		Leaf	W25.52
531	06	20	10	03	00	00	00	00		Editing matte information	Editing Matte Information		#REF!				Node	
532	06	20	10	03	01	00	00	00		HotSpotRect	Editing Matte Type	Specifies matte as a rectangle	#REF!	Rectangle	32 bytes		Leaf	W25.52
533	06	20	10	04	00	00	00	00		Editing event information	Editing Event Information		#REF!				Node	
534	06	20	10	04	01	00	00	00		Event_Comment	Comment	Describes event	#REF!	Unicode String	variable		Leaf	W25.52
535	06	20	10	04	02	00	00	00		ActiveState	Event On/Off	Specifies whether the event turns device on or off	#REF!	Boolean	1 byte		Leaf	W25.52
536	06	20	10	05	00	00	00	00		Editing effect information	Editing Effect Information		#REF!				Node	
537	06	20	10	05	01	00	00	00		FadeInType	Type of Audio Fade In	Specifies type of audio fade in	#REF!	FadeType	2 bytes		Leaf	W25.52
538	06	20	10	05	02	00	00	00		FadeOutType	Type of Audio Fade Out	Specifies type of audio fade out	#REF!	FadeType	2 bytes		Leaf	W25.52
539	06	20	10	05	03	01	00	00		ControlPoint_Value	Control Point	Specifies a value at specified time	#REF!	DataValue	variable		Leaf	W25.52
540	06	20	10	05	04	02	00	00		ConstantValue_Value	Constant Value	Specifies a constant value	#REF!	DataValue	variable		Leaf	W25.52
541	06	20	10	05	05	00	00	00		EditHint	Hints	Provides hints useful when control point is edited	#REF!	EditHintType	2 bytes		Leaf	W25.52
542	06	20	10	05	06	00	00	00		IsTimeWarp	Transient Information	Identifies time-varying effects	#REF!	Boolean	1 byte		Leaf	W25.52
543	06	20	10	05	07	00	00	00		Category	Category Information	Identifies category of operation (effect, 3D transform, etc.)	#REF!	OpCategories	variable		Leaf	W25.52

FIG.24

544	05	20	10	05	03	00	00	NumberInputs	Number of Input Segments	Specifies number of input segments	#REF	Int32	4 bytes	Leaf	W3S.S2
545	05	20	10	05	09	00	00	Bypass	Bypass Information	Specifies data/input to play	#REF	Uint32	4 bytes	Leaf	W3S.S2
546	05	20	10	06	00	00	00	Editing web information	Editing Web Information		#REF			Node	
547	05	20	10	06	01	00	00	BeginAnchor	Begin	Specifies start of reference	#REF	Unicode String	variable	Leaf	W3S.S2
548	05	20	10	06	02	00	00	EndAnchor	End	Specifies end of reference	#REF	Unicode String	variable	Leaf	W3S.S2
549	05	20	10	07	00	00	00	Editing notes	Editing Notes		#REF			Node	
550	05	20	10	07	01	00	00	TaggedValue_Name	Tag Information	Specifies the tag	#REF	Unicode String	variable	Leaf	W3S.S2
551	05	20	10	07	02	00	00	TaggedValue_Value	Value Information	Specifies the tagged value	#REF	DataValue	variable	Leaf	W3S.S2
552	05	00	00	00	00	00	00	RELATIONAL	Class 6 Information About The Relationships Between Data	Class 6 is reserved for information about the relationships between data	#REF			Node	
553	05	01	00	00	00	00	00	Relationships	Relationships	What is being related?	#REF			Node	
554	05	01	01	00	00	00	00	Relatives	Relation Type	Type of relation (e.g. Aspect of, is a sibling of (programme, series), runs, results, ...)	#REF			Node	
555	05	01	01	00	00	00	00	Essence to Essence	Correlative Value	The relationship value in terms of Parent of, Child of, Item of, Exemplar of, Version of, Completion of, etc	#REF	ISO 7-bit char string	32 bytes max	Node	
556	05	01	01	01	00	00	00	Source Material	Source Material	For asset tracking	#REF			Node	
557	05	01	01	01	00	00	00	Source Material UMID	UMID	For asset tracking	#REF	UMID		Leaf	
558	05	01	01	02	00	00	00	Source Material	Source Material	For asset tracking	#REF	ISO 7-bit char string	32 bytes max	Leaf	
559	05	01	01	02	00	00	00	Most Recent Edit text	Most Recent Edit Text	For asset tracking	#REF			Node	
560	05	01	01	01	00	00	00	Most recent edit UMID	Most Recent UMID	For asset tracking	#REF	UMID		Leaf	
561	05	01	01	01	02	00	00	Most recent edit text	Same as 560	For asset tracking	#REF	ISO 7-bit char string	32 bytes max	Leaf	

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
562	06	01	01	02	00	00	00	00	Metadata to Essence	Metadata To Essence	The relationship between metadata and essence	#REF!				Node	
563	06	01	01	03	00	00	00	00	Metadata to Metadata	Metadata To Metadata	The relationship value in terms of Parent of; Child of;	#REF!				Node	
564	06	01	01	04	00	00	00	00	Object to Object	Object To Object	The relationship value in terms of Parent of; Child of; Item of;	#REF!				Node	
565	06	01	01	05	00	00	00	00	Metadata to Object	Metadata To Object	The relationship between metadata and an object	#REF!				Node	
566	06	02	00	00	00	00	00	00	Related production material	Related To Production Material	Related production material	#REF!				Node	
567	06	02	01	01	00	00	00	00	Programme support material	Relation To Support Material	eg printed educational material	#REF!	ISO 7-bit char string	127 bytes max		Leaf	
568	06	02	01	02	00	00	00	00	Programme advertising material	Relation To Advertising Material	eg printed advertising material	#REF!	ISO 7-bit char string	127 bytes max		Leaf	
569	06	02	01	03	00	00	00	00	Programme commercial material	Relation To Commercial Material	eg. Mugs, T-shirts, recordings	#REF!	ISO 7-bit char string	127 bytes max		Leaf	
570	06	03	00	00	00	00	00	00	Numerical sequence	Information About Numerical Sequence	Information about numerical sequences	#REF!				Node	
571	06	03	01	00	00	00	00	00	Numerical position in sequence	Numerical Sequence	1, 2, 3 etc	#REF!	UInt32	4 bytes		Leaf	
572	06	03	03	00	00	00	00	00	Relative position in sequence (value)	Offset Information	Numerical offset	#REF!	UInt32	4 bytes		Leaf	
573	06	03	03	00	00	00	00	00	Relative position in sequence (descriptive)	Previous, Next Information	previous, next etc	#REF!				Type Node	
574	06	03	03	01	00	00	00	00	Relative position in sequence (descriptive)	Previous, Next Information	previous, next etc	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
575	06	04	00	00	00	00	00	00	Relationship structures	Relationship of Structure		#REF!				Node	
576	06	04	01	00	00	00	00	00	Containing relations	Containing Relations		#REF				Node	

FIG.25

577	05	04	01	01	00	00	00	03	Contains one	Content Itself ?		#REF!	StrongReference	N/A	SourceReference	Node		
578	05	04	01	01	03	00	00	03	StillFrame	Still Frame	Specifies still image of video essence	#REF!	StrongReference	N/A	SourceReference	Leaf	W25.52	
579	05	04	01	01	02	00	00	00	HotSpotMatte	Hot Spot Matte	Specifies matte as an alpha channel	#REF!	StrongReference	N/A	SourceClip	Leaf	W25.52	
580	05	04	01	01	03	00	00	00	Annotation	Annotation	Specifies audio or text annotat	#REF!	StrongReference	N/A	SourceReference	Leaf	W25.52	
581	05	04	01	01	04	00	00	00	Rendering	Rendering	Specifies precomputed version of operation	#REF!	StrongReference	N/A	SourceReference	Leaf	W25.52	
582	05	04	01	01	05	00	00	00	InputSegment	Pulldown	Specifies input to pulldown	#REF!	StrongReference	N/A	Segment	Leaf	W25.52	
583	05	04	01	01	06	00	00	00	Selected	Selection	Specifies segment selected in edit decision	#REF!	StrongReference	N/A	Segment	Leaf	W25.52	
584	05	04	01	01	07	00	00	00	OperationGroup	Effect Used In The Transition	Specifies effect used in the transition	#REF!	StrongReference	N/A	OperationGroup	Leaf	W25.52	
585	05	04	01	01	08	00	00	00	ManufacturerInfo	Web Address	Specifies locator of web site	#REF!	StrongReference	16 bytes	NetworkLocator	Leaf	W25.52	
586	05	04	01	01	09	00	00	00	Content	Content Mob	Contains the mobs and essence data	#REF!	StrongReference	N/A	ContentStorage	Leaf	W25.52	
587	05	04	01	01	0A	00	00	00	Dictionary	Content Definitions	Contains the definitions	#REF!	StrongReference	N/A	Dictionary	Leaf	W25.52	
588	05	04	01	01	0B	00	00	00	EssenceDescription	Essence Definitions	Describes the essence format	#REF!	StrongReference	N/A	EssenceDescriptor	Leaf	W25.52	
589	05	04	01	01	0C	00	00	00	Segment	Segment Definitions	Contains the segment	#REF!	StrongReference	N/A	Segment	Leaf	W25.52	
590	05	04	01	02	00	00	00	00	Contains set	Contains Set		#REF!				Node		
591	05	04	01	02	01	00	00	00	Parameters	Parameter	Specifies the control parameters	#REF!	StrongReferenceSet	N/A	Parameter	Leaf	W25.52	
592	05	04	01	02	02	00	00	00	Alternate	Alternate in Segment	Specifies alternative segments	#REF!	StrongReferenceSet	N/A	Segment	Leaf	W25.52	
593	05	04	01	02	03	00	00	00	Mobs	Mobs	Specifies mobs	#REF!	StrongReferenceSet	N/A	Mob	Leaf	W25.52	
594	05	04	01	02	04	00	00	00	EssenceData	Essence Data	Specifies essence data	#REF!	StrongReferenceSet	N/A	EssenceData	Leaf	W25.52	

Line #	SMPTE label									Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
595	06	0E	2B	34	02	05	00	00	00	Properties	Properties	Contains properties defined for class	#REF!	StrongReferenceSe	N/A	PropertyDefinition	Leaf	W25.52
596	06	0E	2B	34	02	05	00	00	00	Locators	Locators	Specifies location of plugins	#REF!	StrongReferenceSe	N/A	Locator	Leaf	W25.52
597	06	0E	2B	34	02	07	00	00	00	ClassDefinitions	Class Definitions	Contains class definitions	#REF!	StrongReferenceSe	N/A	ClassDefinition	Leaf	W25.52
598	06	0E	2B	34	02	08	00	00	00	TypeDefinitions	Type Definitions	Contains type definitions	#REF!	StrongReferenceSe	N/A	TypeDefinition	Leaf	W25.52
599	06	0E	2B	34	02	09	00	00	00	OperationDefinitions	Operation Definitions	Contains operation definitions	#REF!	StrongReferenceSe	N/A	OperationDefinition	Leaf	W25.52
600	06	0E	2B	34	02	0A	00	00	00	ParameterDefinitions	Parameter Definitions	Contains operation parameter definitions	#REF!	StrongReferenceSe	N/A	ParameterDefinition	Leaf	W25.52
601	06	0E	2B	34	02	0B	00	00	00	DataDefinitions	Data Definitions	Contains data definitions	#REF!	StrongReferenceSe	N/A	DataDefinition	Leaf	W25.52
602	06	0E	2B	34	02	0C	00	00	00	PlugInDescriptors	Plugin Descriptors	Contains plugin descriptors	#REF!	StrongReferenceSe	N/A	PluginDescriptor	Leaf	W25.52
603	06	0E	2B	34	02	0D	00	00	00	CodecDefinitions	Codec Definitions	Contains codec definitions	#REF!	StrongReferenceSe	N/A	CodecDefinition	Leaf	W25.52
604	06	0E	2B	34	02	0E	00	00	00	ContainerDefinitions	Container Definitions	Contains container definitions	#REF!	StrongReferenceSe	N/A	ContainerDefinition	Leaf	W25.52
605	06	0E	2B	34	02	0F	00	00	00	InterpolationDefinitions	Interpolater Definitions	Contains interpolater definitions	#REF!	StrongReferenceSe	N/A	InterpolationDefinition	Leaf	W25.52
606	06	0E	2B	34	02	10	00	00	00	UserComments	Comments	Contains user comments about mob	#REF!	StrongReferenceSe	N/A	TaggedValue	Leaf	W25.52
607	06	0E	2B	34	01	03	00	00	00	Contains ordered set	Contains Sequence		#REF!				Node	
608	06	0E	2B	34	01	03	01	00	00	Choices	Format Specifications	Specifies same essence in different formats	#REF!	StrongReferenceVe	N/A	SourceReference	Leaf	W25.52
609	06	0E	2B	34	01	03	02	00	00	InputSegments	Input Segment	Specifies the input to the operation	#REF!	StrongReferenceVe	N/A	Segment	Leaf	W25.52

FIG.26

610	06	04	01	03	03	00	00	00	NestedScope_Slots	Nesting Information	Specifies slots for nesting	#REF!	StrongReferenceVe	N/A	Segment	Leaf	W25.52
611	06	04	01	03	04	00	00	00	Components	Component	Specifies items to be put in sequence	#REF!	StrongReferenceVe	N/A	Component	Leaf	W25.52
612	06	04	01	03	05	00	00	00	Locator	Locator	Specifies locations of essence data	#REF!	StrongReferenceVe	N/A	Locator	Leaf	W25.52
613	06	04	01	03	06	00	00	00	IdentificationList	ID List	Identifies the time and application modifying the container	#REF!	StrongReferenceVe	N/A	Identification	Leaf	W25.52
614	06	04	01	03	07	00	00	00	Mob_Slots	Mob Slot	Contains the slots in the mob	#REF!	StrongReferenceVe	N/A	MobSlot	Leaf	W25.52
615	06	04	01	03	08	00	00	00	PointList	Point Value	Specifies the values at specifies points in time	#REF!	StrongReferenceVe	N/A	ControlPoint	Leaf	W25.52
616	06	04	01	04	00	00	00	00	Contains stream of data	Contains Stream of Data		#REF!				Node	
617	06	04	01	04	01	00	00	00	Data	Data	Contains essence data	#REF!	DataStream	variable		Leaf	W25.52
618	06	04	01	04	02	00	00	00	SampleIndex	ID	Contains index to essence data	#REF!	PositionArray	variable		Leaf	W25.52
619	06	04	02	00	00	00	00	00	Weak reference relation	Problematic Point		#REF!				Node	
620	06	04	02	01	00	00	00	00	Weak reference to one object	Object Problematic Point		#REF!				Node	
621	06	04	02	01	01	00	00	00	Generation	Generation	Unique Identifier used to differentiate versions of the same object	#REF!	WeakReference	16 bytes	Identification	Leaf	W25.52
622	06	04	02	01	02	00	00	00	DataDefinition	Data Definition	Specifies the basic kind of data of the essence	#REF!	WeakReference	16 bytes	DataDefinition	Leaf	W25.52
623	06	04	02	01	03	00	00	00	OperationDefinition	Operation Definition	Specifies the operation to be performed	#REF!	WeakReference	16 bytes	OperationDefinition	Leaf	W25.52
624	06	04	02	01	04	00	00	00	SourceID	Source ID	Specifies mob	#REF!	WeakReference	16 bytes	Mob	Leaf	W25.52
625	06	04	02	01	05	00	00	00	ControlPoint_Type	Effect Type	Specifies data type of effect control	#REF!	WeakReference	16 bytes	TypeDefinition	Leaf	W25.52
626	06	04	02	01	06	00	00	00	OperationDefinition_DataDefinition	ID After Editing	Identifies essence type produced by operation	#REF!	WeakReference	16 bytes	DataDefinition	Leaf	W25.52
627	06	04	02	01	07	00	00	00	ParameterDefinition_Type	Control Type	Specifies data type of effect control	#REF!	WeakReference	16 bytes	TypeDefinition	Leaf	W25.52

Line #	SMPTE Label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
629	06	04	02	01	01	00	00	00	PropertyDefinition_Type	Property	Specifies data type of property	#REF!	WeakReference	16 bytes	TypeDefinition	Leaf	W25.52
629	06	04	02	01	09	00	00	00	CategoryClass	Category	Specifies definition object associated with plugin	#REF!	WeakReference	16 bytes	DefinitionObject	Leaf	W25.52
630	06	04	02	01	0A	00	00	00	FileDescriptorClass	File Descriptor	Identifies FileDescriptor associated with codec	#REF!	WeakReference	16 bytes	ClassDefinition	Leaf	W25.52
631	06	04	02	01	0B	00	00	00	MobID	Mob ID	Specifies mob that describes essence	#REF!	WeakReference	16 bytes	Mob	Leaf	W25.52
632	06	04	02	01	0C	00	00	00	ContainerFormat	Container Format	Specifies container definition	#REF!	WeakReference	16 bytes	ContainerDefinition	Leaf	W25.52
633	06	04	02	01	0D	00	00	00	Definition	Parameter Definition	Specifies the ParameterDefinition	#REF!	WeakReference	16 bytes	ParameterDefinition	Leaf	W25.52
634	06	04	02	01	0E	00	00	00	Parameter_Type	Type of The Parameter	Specifies the data type of the parameter	#REF!	WeakReference	16 bytes	TypeDefinition	Leaf	W25.52
635	06	04	02	01	0F	00	00	00	Interpolation	Interpolation	Specifies interpolation method to use	#REF!	WeakReference	16 bytes	InterpolationDefinition	Leaf	W25.52
636	06	04	02	01	10	00	00	00	TaggedValue_Type	Data Type	Specifies the data type of the value	#REF!	WeakReference	16 bytes	TypeDefinition	Leaf	W25.52
637	06	04	02	01	11	00	00	00	TypeDefinitionStrongObjectReference_ReferencedClass	Strong Pertinent of Object	Specifies the class of the referenced object	#REF!	WeakReference		ClassDefinition	Leaf	W25.52
638	06	04	02	01	12	00	00	00	TypeDefinitionWeakObjectReference_ReferencedClass	Weak Pertinent of Object	Specifies the class of the referenced object	#REF!	WeakReference		ClassDefinition	Leaf	W25.52
639	06	04	02	01	13	00	00	00	TypeDefinitionEnumeration_ElementType	Underlying Segment Type	Specifies the underlying type	#REF!	WeakReference		TypeDefinition	Leaf	W25.52
640	06	04	02	01	14	00	00	00	TypeDefinitionFixedArray_ElementType	Type of Variable Allay Element	Specifies the type of the array element	#REF!	WeakReference		TypeDefinition	Leaf	W25.52
641	06	04	02	01	15	00	00	00	TypeDefinitionVariableArray_ElementType	Type of Fixed Allay Element	Specifies the type of the array element	#REF!	WeakReference		TypeDefinition	Leaf	W25.52
642	06	04	02	01	16	00	00	00	TypeDefinitionSet_ElementType	Specifies The Type of Set	Specifies the type of the set	#REF!	WeakReference		TypeDefinition	Leaf	W25.52

FIG.27

643	06	04	02	01	17	00	00	00	TypeDefinitionString_ElementType	String Element	Specifies the underlying type of the string	#REF	WeakReference		TypeDefinition	Leaf	W25.52
644	06	04	02	01	18	00	00	00	TypeDefinitionStream_ElementType	Stream Element	Specifies the underlying type of the stream	#REF	WeakReference		TypeDefinition	Leaf	W25.52
645	06	04	02	01	19	00	00	00	RenamedType	Rename	Specifies the underlying type	#REF	WeakReference		TypeDefinition	Leaf	W25.52
646	06	04	02	02	00	00	00	00	Set of weak references	Set of Weak Reference		#REF				Node	
647	06	04	02	02	01	00	00	00	PluginDescriptors	Plugin Descriptor	Describes plugins available for this object	#REF	WeakReferenceSet	N/A	PluginDescriptor	Leaf	W25.52
648	06	04	02	02	02	00	00	00	ParametersDefined	Parameters	Specifies parameters that can be used with operation	#REF	WeakReferenceSet	variable	ParameterDefinition	Leaf	W25.52
649	06	04	02	02	03	00	00	00	DataDefinitions	Data Definitions	Identifies basic essence type supported by codec	#REF	WeakReferenceSet	16 bytes	DataDefinition	Leaf	W25.52
650	06	04	02	03	00	00	00	00	Ordered set of weak references	Ordered Set of Weak References		#REF				Node	
651	06	04	02	03	01	00	00	00	DegradeTo	Degradation of Properties	Identifies operations that can be substituted for this object	#REF	WeakReferenceVector	variable	OperationDefinition	Leaf	W25.52
652	06	04	02	03	02	00	00	00	MemberTypes	Member Types	Specifies the types of the fields in the record	#REF	WeakReferenceVector		TypeDefinition	Leaf	W25.52
653	06	04	03	00	00	00	00	00	Class relations	Class Relations		#REF				Node	
654	06	34	03	01	00	00	00	00	Parent class	Parent Relations		#REF				Node	
655	06	34	03	01	01	00	00	00	ParentClass	Parent Class	Identifies parent class	#REF	WeakReference	16 bytes	ClassDefinition	Leaf	W25.52
656	06	04	03	02	00	00	00	00	Child class	Child Class		#REF				Node	
657	06	04	03	03	00	00	00	00	Instance of class	Instance of Class		#REF				Node	
658	06	04	03	03	01	00	00	00	ObjClass	Class of The Object	Identifies the class of the object	#REF	WeakReference	16 bytes	ClassDefinition	Leaf	W25.52
659	06	04	04	00	00	00	00	00	Metadata object definitions	Metadata Object Definitions		#REF				Node	
660	06	04	04	01	00	00	00	00	Class definition	Class Definition		#REF				Node	

Line #	SMPTE label									Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
661	06	04	04	04	02	00	00	00	00	Property definition	Properties		#REF!				Node	
662	06	04	04	04	02	01	00	00	00	IsSearchable	Hints	Provides hints for database access	#REF!	Boolean	1 byte		Leaf	W25.52
663	06	04	04	04	02	02	00	00	00	IsOptional	Optional or Mandatory	Specifies whether property is optional or mandatory	#REF!	Boolean	1 byte		Leaf	W25.52
664	06	04	04	04	02	03	00	00	00	DefaultValue	Default Condition	Specifies default value if optional property is omitted	#REF!	DataValue	variable		Leaf	W25.52
665	06	04	04	04	02	04	00	00	00	LocalIdentification	Local ID	Specifies local identification for property	#REF!	UInt32	4 bytes		Leaf	W25.52
666	06	04	04	04	03	00	00	00	00	Type definition	Type Definition		#REF!				Node	
667	06	04	04	04	03	01	00	00	00	Size	Size	Specifies the number of bytes in the integer	#REF!	UInt8			Leaf	W25.52
668	06	04	04	04	03	02	00	00	00	IsSigned	Specified Size	Specifies if the integer is signed	#REF!	Boolean			Leaf	W25.52
669	06	04	04	04	03	03	00	00	00	TypeDefinitionEnumeration_ElementNames	Element Name	Specifies the names of the enumerated values	#REF!	StringArray			Leaf	W25.52
670	06	04	04	04	03	04	00	00	00	TypeDefinitionEnumeration_ElementValues	Element Name	Specifies the values	#REF!	Array of Int64			Leaf	W25.52
671	06	04	04	04	03	05	00	00	00	ElementCount	Number of Elements in The Alley	Specifies the number of elements in the array	#REF!	UInt32			Leaf	W25.52
672	06	04	04	04	03	06	00	00	00	MemberNames	Member Names	Specifies the names of the fields in the record	#REF!	StringArray			Leaf	W25.52
673	06	04	04	04	03	07	00	00	00	TypeDefinitionExtendibleEnumeration_ElementNames	Extension Name	Specifies the names of the enumerated values	#REF!	StringArray			Leaf	W25.52
674	06	04	04	04	03	08	00	00	00	TypeDefinitionExtendibleEnumeration_ElementValues	Extension Name	Specifies the SMPTE labels or AUIDs	#REF!	AUIDArray			Leaf	W25.52
675	06	04	04	04	01	00	00	00	00	Instance descriptions	Instance Description		#REF!				Node	

FIG.28

676	06	04	04	04	01	00	00	00	Description	Container definitions	Provides informative description	#REF!	Unicode String	variable		Leaf	W2S.S2
677	06	04	04	05	00	00	00	00	Container definitions	Container Definitions		#REF!				Node	
678	06	04	04	05	01	00	00	00	EssenceIdentified	Essence Label	Specifies that the container format identifies essence with SMPTE label or other AUID	#REF!	Boolean	1 byte		Leaf	W2S.S2
679	06	04	05	00	00	00	00	00	Related code objects	Code Objects		#REF!				Node	
680	06	04	05	01	00	00	00	00	Relations to plugin code objects	Plugin Code Objects		#REF!				Node	
681	06	04	05	01	00	00	00	00	Name	Name	Specifies name of plugin	#REF!	Unicode String	variable		Leaf	W2S.S2
682	06	04	05	01	02	00	00	00	PluginDescriptor_Identification	Plugin	Specifies SMPTE label or GUID identifying plugin	#REF!	AUID	16 bytes		Leaf	W2S.S2
683	06	04	05	01	03	00	00	00	Description	Description	Provides informative description	#REF!	Unicode String	variable		Leaf	W2S.S2
684	06	04	05	01	04	00	00	00	VersionNumber	Version Number	Specifies version number of plugin code	#REF!	VersionType	2 bytes		Leaf	W2S.S2
685	06	04	05	01	05	00	00	00	VersionString	Version String	Specifies string version number of plugin code	#REF!	Unicode String	variable		Leaf	W2S.S2
686	06	04	05	01	06	00	00	00	Manufacturer	Manufacturer	Specifies manufacturer of plugin	#REF!	Unicode String	variable		Leaf	W2S.S2
687	06	04	05	01	07	01	00	00	ManufacturerID	Manufacturer ID	Specifies SMPTE label or UUID identifying manufacturer	#REF!	AUID	16 bytes		Leaf	W2S.S2
688	06	04	05	01	08	00	00	00	Platform	Platform	Specifies hardware platform for plugin	#REF!	AUID	16 bytes		Leaf	W2S.S2
689	06	04	05	01	09	00	00	00	MinPlatformVersion	Platform Version	Specifies minimum OS version for plugin	#REF!	VersionType	2 bytes		Leaf	W2S.S2
690	06	04	05	01	0A	00	00	00	MaxPlatformVersion	Platform OS Version	Specifies maximum OS version for plugin	#REF!	VersionType	2 bytes		Leaf	W2S.S2
691	06	04	05	01	0B	00	00	00	Engine	Plugin Engine	Specifies plugin engine	#REF!	AUID	16 bytes		Leaf	W2S.S2
692	06	04	05	01	0C	00	00	00	MinEngineVersion	Minengine Version	Specifies minimum plugin engine version	#REF!	VersionType	2 bytes		Leaf	W2S.S2
693	06	04	05	01	0D	00	00	00	MaxEngineVersion	Maxengine Version	Specifies maximum plugin engine version	#REF!	VersionType	2 bytes		Leaf	W2S.S2

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
694	06	04	05	01	0E	05	00	00	PluginAPI	Plugin API	Specifies plugin API	#REF!	AUID	16 bytes		Leaf	W25.52
695	06	04	05	01	0F	00	00	00	MinPluginAPI	Minplugin API	Specifies minimum API version	#REF!	VersionType	2 bytes		Leaf	W25.52
696	06	04	05	01	10	00	00	00	MaxPluginAPI	Maxplugin API	Specifies maximum API version	#REF!	VersionType	2 bytes		Leaf	W25.52
697	06	04	05	01	11	00	00	00	SoftwareOnly	Software	Specifies plugin can function without specialized hardware	#REF!	Boolean	1 byte		Leaf	W25.52
698	06	04	05	01	12	00	00	00	Accelerator	Accelerator	Specifies plugin is optimized for specialized hardware	#REF!	Boolean	1 byte		Leaf	W25.52
699	06	04	05	01	13	00	00	00	Authentication	Authentication	Specifies whether the plugin uses authentication	#REF!	Boolean	1 byte		Leaf	W25.52
700	06	04	05	02	00	00	00	00	Relations to application code objects	Relations To Application Code		#REF!				Node	
701	06	04	05	02	01	00	00	00	CompanyName	Company Name	Specifies the name of company supplying the application	#REF!	Unicode String	variable		Leaf	W25.52
702	06	04	05	02	02	00	00	00	ProductName	Product Name	Specifies the application name	#REF!	Unicode String	variable		Leaf	W25.52
703	06	04	05	02	03	00	00	00	ProductID	Product Number	Specifies the SMPTE label or GUID identifying the product	#REF!	AUID	16 bytes		Leaf	W25.52
704	06	04	05	02	04	00	00	00	ProductVersion	Product Version	Specifies the application version	#REF!	ProductVersion	10 bytes		Leaf	W25.52
705	06	04	05	02	05	00	00	00	ProductVersionString	Product Version String	Specifies a printable product version string	#REF!	Unicode String	variable		Leaf	W25.52
706	06	04	05	02	06	00	00	00	ToolkitVersion	Toolkit Version	Specifies version number of toolkit	#REF!	ProductVersion	10 bytes		Leaf	W25.52
707	06	04	05	02	07	00	00	00	Platform	Platform	Specifies hardware and OS platform application was on	#REF!	Unicode String	variable		Leaf	W25.52
708	07	00	00	00	00	00	00	00	SPATIO-TEMPORAL	Class 7 Space and Time	Class 7 is reserved for information about space and time	#REF!				Node	

FIG.29

709	07	01	00	00	00	00	00	Position and Space Vectors	Position and Space Vectors	Information about position in space and associated vectors (if any)	#REF!				Node
710	07	01	01	00	00	00	00	Image Coordinate System	Image Coordinate System	Indicates the geo-referenced coordinate system for the image.	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf
711	07	01	02	00	00	00	00	Map Datum Used	Map Datum Used	Identifies the map datum used to derive the coordinates (UTM or GEO).	#REF!	ISO 7-bit char	4 chars max	See types dictionary	Leaf
712	07	01	03	00	00	00	00	Absolute Position	Absolute Position	Absolute positional information	#REF!				Node
713	07	01	05	01	00	00	00	Local Datum Absolute Position	Local Reference Position	The absolute position of a local datum	#REF!				Node
714	07	01	05	01	01	00	00	Local Datum Absolute Position Accuracy (m)	Local Reference Positional Accuracy	The accuracy with which the measurement of absolute position of the local datum is made	#REF!	Floating Point	4 bytes		Leaf
715	07	01	05	02	00	00	00	Device Absolute Position	Device Absolute Position	The absolute position of the sensor-capturing device	#REF!				Node
716	07	01	05	02	01	00	00	Device Absolute Positional Accuracy (m)	Device Absolute Positional Information	Accuracy of frame center coordinates as a Circular Error Probable (CEP) (50%).	#REF!	Floating Point	4 bytes		Leaf
717	07	01	05	02	02	00	00	Device Altitude (m)	Device Altitude	Altitude of sensor as measured from Mean Sea Level (MSL)	#REF!	Floating Point	4 bytes		Leaf
718	07	01	05	02	03	00	00	Device Altitude (meters, concise)	Device Altitude	As above	#REF!	Binary	4 bytes	As per SMPTE 331M (UAMD)	Leaf
719	07	01	05	02	04	00	00	Device Latitude (degrees)	Device Latitude	Specifies a sensor's geographic location in degrees of latitude. Positive values indicate northern hemisphere, negative values indicate southern hemisphere.	#REF!	Floating Point	4 bytes		Leaf
720	07	01	05	02	05	00	00	Device Latitude (degrees, concise)	Device Latitude	As above	#REF!	Binary	4 bytes	As per SMPTE 331M (UAMD)	Leaf
721	07	01	05	02	06	00	00	Device Longitude (degrees)	Device Longitude	Specifies a sensor's geographic location in degrees of longitude. Positive values indicate eastern hemisphere, negative values indicate western hemisphere.	#REF!	Floating Point	4 bytes		Leaf
722	07	01	05	02	07	00	00	Device Longitude (degrees, concise)	Device Longitude	As above	#REF!	Binary	4 bytes	As per SMPTE 331M (UAMD)	Leaf
723	07	01	05	02	10	00	00	Device X Dimension (m)	Device X Dimension	Specifies the sensor location along the x-axis in Earth Centered, Earth Fixed (ECEF) Cartesian coordinates.	#REF!	Floating Point	4 bytes		Leaf
724	07	01	05	02	11	00	00	Device Y Dimension (m)	Device Y Dimension	Specifies the sensor location along the y-axis in Earth Centered, Earth Fixed (ECEF) Cartesian coordinates.	#REF!	Floating Point	4 bytes		Leaf
725	07	01	05	03	00	00	00	Subject Absolute Position	Subject Absolute Position	The absolute position of the subject depicted in the essence	#REF!				Node
726	07	01	05	03	01	00	00	Frame Positional Accuracy (m)	Frame Positional Accuracy	Accuracy of frame center coordinates as a Circular Error Probable (CEP) (50%).	#REF!	Floating Point	4 bytes		Leaf

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
727	07	01	05	03	02	00	00	00	Frame Center Latitude (degrees)	Frame Center Latitude	Specifies the video frame center point geographic location in degrees of latitude. Positive values indicate northern hemisphere; negative values indicate southern hemisphere.	#REF!	Floating Point	4 bytes		Leaf	
728	07	01	05	03	03	00	00	00	Frame Center Latitude (degrees, concise)	Frame Center Latitude	As above	#REF!	Binary	4 bytes	As per SMPTE 331M (UMID)	Leaf	
729	07	01	05	03	04	00	00	00	Frame Center Longitude (degrees)	Frame Center Longitude	Specifies the video frame center point geographic location in degrees of longitude. Positive values indicate eastern hemisphere; negative values indicate western hemisphere.	#REF!	Floating Point	4 bytes		Leaf	
730	07	01	05	03	05	00	00	00	Frame Center Longitude (degrees, concise)	Frame Center Longitude	As above	#REF!	Binary	4 bytes	As per SMPTE 331M (UMID)	Leaf	
731	07	01	05	03	06	00	00	00	Frame Center Lat-Long	Frame Center Lat-Long	Specifies a video frame center point geographic location Latitude and Longitude.	#REF!	ISO 7-bit char	14 bytes	Format is ddmmssXdddmmssY, where 'dd' is degrees latitude, 'dd' is	Leaf	
732	07	01	06	00	00	00	00	00	Relative Position	Relative Position	Relative positional information	#REF!				Node	
733	07	01	06	01	00	00	00	00	Local Datum Relative Position	Local Datum Relative Position	The relative position of a local datum to another specified datum	#REF!				Node	
734	07	01	06	01	01	00	00	00	Local Datum Relative Position Accuracy	Local Datum Relative Positional Accuracy	The accuracy with which the measurement of relative position of the local datum is made	#REF!	Floating Point	4 bytes		Leaf	
735	07	01	06	02	00	00	00	00	Device Relative Position	Device Relative Position	The absolute position of the essence-capturing device	#REF!				Node	
736	07	01	06	02	01	00	00	00	Device Relative Positional Accuracy	Device Relative Positional Accuracy	Accuracy of frame center coordinates	#REF!	Floating Point	4 bytes		Leaf	
737	07	01	06	02	02	00	00	00	Device Relative Position X (metres)	Device Relative Position X	Derived by the X translational position of the camera from a local Datum Absolute position. Positive values indicate translations in which the camera has physically moved from right to left [illegible]	#REF!	Floating Point	4 bytes		Leaf	
738	07	01	06	02	03	00	00	00	Device Relative Position Y (metres)	Device Relative Position Y	Derived by the Y translational position of the camera from a local Datum Absolute position. Positive values indicate translations in which the camera has physically moved to a higher [illegible]	#REF!	Floating Point	4 bytes		Leaf	
739	07	01	06	02	04	00	00	00	Device Relative Position Z (metres)	Device Relative Position Z	Derived by the Z translational position of the camera from a local Datum Absolute position. Positive values shall indicate translations in which the camera has physically moved towards the [illegible]	#REF!	Floating Point	4 bytes		Leaf	
740	07	01	06	03	00	00	00	00	Subject Relative Position	Subject Relative Position	The position of the subject depicted in the essence relative to another specified datum	#REF!				Node	
741	07	01	06	03	01	00	00	00	Subject Relative Positional Accuracy (metres)	Subject Relative Positional Accuracy	The accuracy with which the measurement of relative position of the subject is made	#REF!	Floating Point	4 bytes		Leaf	

FIG.30

712	07	01	07	00	00	00	00	Image Positional Information	Image Positional Information	Positional information relating to a subset of the whole image	ARER														
713	07	01	07	01	00	00	00	Position within viewed image x coordinate (pixels)	Position Offset X Form Image	The x position of a point (or object) within the viewed image relative to the left side.	ARER	SInt16	2 bytes												
714	07	01	07	02	00	00	00	Position within viewed image Y coordinate (pixels)	Position Offset Y Form Image	The y position of a point (or object) within the viewed image relative to the top (or bottom?).	ARER	SInt16	2 bytes												
715	07	01	07	03	00	00	00	Source image centre x coordinate (pixels)	Source Image Center X Coordinate (X Pixel)	The x position of the centre of the captured (source) image	ARER	SInt16	2 bytes												
716	07	01	07	04	00	00	00	Source image centre y coordinate (pixels)	Source Image Center Y Coordinate (Y Pixel)	The y position of the centre of the captured (source) image	ARER	SInt16	2 bytes												
717	07	01	07	05	00	00	00	Viewport image centre x coordinate (pixels)	Viewport Image Center X Coordinate (X Pixel)	The x position of the centre of the viewed image.	ARER	SInt16	2 bytes												
718	07	01	07	06	00	00	00	Viewport image centre y coordinate (pixels)	Viewport Image Center Y Coordinate (Y Pixel)	The y position of the centre of the viewed image.	ARER	SInt16	2 bytes												
719	07	01	10	00	00	00		Rate and Direction of Positional Change	Rate and Direction of Positional Change	Information about rate and direction of positional change	ARER														
720	07	01	10	01	00	00	00	Device Rate and Direction of Positional Change	Device Rate and Direction of Positional Change	Information about rate and direction of positional change of the capturing device	ARER														
721	07	01	10	01	01	00	00	Absolute Device Rate and Direction of Positional Change	Absolute Device Rate and Direction of Positional Change	Absolute information about rate and direction of positional change of the capturing device	ARER														
722	07	01	10	01	01	00	00	Device Absolute Speed (metres/sec)	Device Absolute Speed	Defined by the relative velocity of the sensor along the heading - Speed values shall indicate translations in which the capturing device has physically moved.	ARER	Floating Point	4 bytes												
723	07	01	10	01	02	00	00	Device Absolute Heading (degrees)	Device Absolute Heading	Defined by the absolute heading of the sensor. Expressed in degrees and tenths of degrees.	ARER	Floating Point	4 bytes												
724	07	01	10	01	02	00	00	Relative Device Rate and Direction of Positional Change	Relative Device Rate and Direction of Positional Change	Relative information about rate and direction of positional change of the capturing device	ARER														
725	07	01	10	01	02	01	00	Device Relative Speed (metres/sec)	Device Relative Speed	Defined by the relative velocity of the sensor along the heading. Speed values shall indicate translations in which the camera has physically moved.	ARER	Floating Point	4 bytes												
726	07	01	10	01	02	02	00	Device Relative Heading (degrees)	Device Relative Heading	Defined by the absolute heading of the sensor. Expressed in degrees and tenths of degrees.	ARER	Floating Point	4 bytes												
727	07	01	10	02	00	00	00	Subject Rate and Direction of Positional Change	Subject Rate and Direction of Positional Change	Information about rate and direction of positional change of the subject depicted in the captured essence	ARER														
728	07	01	10	02	01	00	00	Absolute Subject Rate and Direction of Positional Change	Absolute Subject Rate and Direction of Positional Change	Absolute information about rate and direction of positional change of the subject depicted in the captured essence	ARER														
729	07	01	10	02	01	00	00	Subject Absolute Speed (metres/sec)	Subject Absolute Speed	Defined by the absolute velocity of the subject along the heading	ARER	Floating Point	4 bytes												

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
760	07	01	10	02	01	02	00	00	Subject Absolute Heading (degrees)	Subject Absolute Heading	Defined by the absolute heading of the subject	#REF!	Floating Point	4 bytes		Type Node	
761	07	01	10	02	02	00	00	00	Relative Subject Rate and Direction of Positional Change	Relative Subject Rate and Direction of Positional Change	Relative information about rate and direction of positional change of the subject depicted in the captured essence	#REF!				Node	
762	07	01	10	02	02	01	00	00	Subject Relative Speed (metres/sec)	Subject Relative Speed	Defined by the relative velocity of the subject along the heading	#REF!	Floating Point	4 bytes		Type Node	
763	07	01	10	02	02	02	00	00	Subject Relative Heading (degrees)	Subject Relative Heading	Defined by the relative heading of the subject	#REF!	Floating Point	4 bytes		Type Node	
764	07	01	11	00	00	00	00	00	Angular Specifications	Angular Specifications	Information regarding angles related to positioning information	#REF!				Node	
765	07	01	11	01	00	00	00	00	Device angles	Device Angles	Device information regarding angles related to positioning information	#REF!				Node	
766	07	01	11	01	01	00	00	00	Sensor Roll Angle (degrees)	Sensor Roll Angle	Specifies the roll angle of the sensor. Expressed in degrees.	#REF!	Floating point	4 bytes		Leaf	
767	07	01	11	01	02	00	00	00	Angle to North (degrees)	Angle To North	Angle in degrees from the first row of the image to true north.	#REF!	Floating point	4 bytes		Leaf	
768	07	01	11	01	03	00	00	00	Obliquity Angle (degrees)	Obliquity Angle	Obliquity angle of image expressed in degrees. The inverse of sensor depression angle.	#REF!	Floating point	4 bytes		Leaf	
769	07	01	12	00	00	00	00	00	Subject angles (degrees)	Subject Angles	Angles relating to the subject depicted in the captured essence	#REF!	Floating point	4 bytes		Leaf	
770	07	01	15	00	00	00	00	00	Distance measurements	Distance Easurements	Length measurements relating to distance	#REF!				Node	
771	07	01	15	01	00	00	00	00	Device to Subject distance	Device To Subject Distance From device	Length measurements relating to distance between capturing device and the subject depicted in the captured essence	#REF!				Node	
772	07	01	15	01	01	00	00	00	Slant Range (metres)	Angle To Subject	Distance from the sensor to the center point on ground of the framed subject (image) depicted in the captured essence.	#REF!	Floating point	4 bytes		Type Node	
773	07	01	17	00	00	00	00	00	Dimensions	Distance	Length measurements relating to size	#REF!				Node	
774	07	01	17	01	00	00	00	00	Subject Dimensions	Subject Distance	Length measurements relating to the size of the subject depicted in the captured essence	#REF!				Node	

FIG.31

775	07	01	17	01	00	00	00	Target Width	Horizontal half width of the target frame image, used to compute the four corner points of the frame.	ARER	Floating point	4 bytes				Type Node
776	07	01	17	02	00	00	00	Studio and Location Dimensions	Essence Position	Length measurements relating to the size of the location in which the essence was captured	ARER						Node
777	07	01	17	10	00	00	00	Media Dimensions	Media Dimensions	Length measurements relating to the size of the medium on which the essence was captured	ARER						Node
778	07	01	17	10	01	00	00	Physical Media Length (metres)	Physical Media Length	The physical length of the medium on which the essence was captured	ARER	UNSIGF	4 bytes				Type Node
779	07	01	17	11	00	00	00	Image Dimensions	Image Dimensions	Length measurements relating to the physical size of the image formed on a capturing device	ARER						Node
780	07	01	17	11	01	00	00	Pan and Scan Image Dimensions	Pan and Scan Image Dimensions	Length measurements relating to pan and scan cropping of a captured image	ARER						Node
781	07	01	17	11	01	00	00	Viewport Height	Viewport Height	The height of the viewed area within a captured image	ARER	UInt16	2 bytes				Type Node
782	07	01	17	11	01	02	00	Viewport Width	Viewport Width	The width of the viewed area within a captured image	ARER	UInt16	2 bytes				Type Node
783	07	01	20	00	00	00	00	Abstract Locations	Abstract Locations	Abstract information about position	ARER						Node
784	07	01	20	01	00	00	00	Place names	Place Names	Place information	ARER						Node
785	07	01	20	01	01	00	00	Gazetteer used	Gazetteer Used	Reference to a formally registered gazetteer or a similar authoritative source of place keywords.	ARER	ISO 7-bit char	4 chars max	See types dictionary			Type Node
786	07	01	20	01	02	00	00	Place Keyword	Place Keyword	The geographic name(s) of location(s) covered by a data set.	ARER	ISO 7-bit char string	32 bytes max				Leaf
787	07	01	20	01	03	00	00	Country Codes	Country Code	Country code information	ARER						Node
788	07	01	20	01	03	01	00	Object Country Code	Country Code of Describing	The code that represents the country depicted in the essence.	ARER	ISO 7-bit char	4 chars max	See types dictionary			Type Node
789	07	01	20	01	03	02	00	Country code of shoot	Country Code of Shoot	Country where shooting took place	ARER	ISO 7-bit char	4 chars max	See types dictionary			Type Node
790	07	01	20	01	03	03	00	Country code of Setting (Characterised Place)	Country Code of Setting	The country code of the country where the depicted action is set in the production	ARER	ISO 7-bit char	4 chars max	See types dictionary			Type Node
791	07	01	20	01	03	04	00	Country code of Copyright License	Country Code of Copyright License	The country code of a country where copyright is licensed	ARER	ISO 7-bit char	4 chars max	See types dictionary			Type Node
792	07	01	20	01	03	05	00	Country code of IP Licenses	Country Code of IP License	The country code of a country where IP rights are licensed	ARER	ISO 7-bit char	4 chars max	See types dictionary			Type Node

Line #	SMPTE Label									Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
793	07	01	20	01	04	00	00	00	Regions	Regions Within A Country	Information about Regions within a country	#REF!				Node	
794	07	01	20	01	04	01	00	00	Region of Object	Region Where Object Is Depicted	Region in a country where object is depicted	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
795	07	01	20	01	04	02	00	00	Region of shoot	Region Where Shooting Took Place	Region within a country where shooting took place	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
796	07	01	20	01	04	03	00	00	Region of Setting (Characterised Place)	Region Where The Depicted Action Is Set In The Position	The region of the country where the depicted action is set in the production	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
797	07	01	20	01	04	04	00	00	Region or area of Copyright License	Region Where Copyright Is Licensed	The region of a country where copyright is licensed	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
798	07	01	20	01	04	05	00	00	Region or area of IP License	Region Where IP Rights Are Licensed	The region of a country where IP rights are licensed	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
799	07	01	20	01	05	00	00	00	Postal Address	Postal Address	Information about Postal Addresses	#REF!				Node	
800	07	01	20	01	05	01	00	00	Room Number	Room Number	The room number of an address	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
801	07	01	20	01	05	02	00	00	Street Number or Building name	Street Number of Building Name	An address line for the address.	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
802	07	01	20	01	05	03	00	00	Street	Street	An address line for the address.	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
803	07	01	20	01	05	04	00	00	Postal Town	Postal Town	An address line for the address.	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
804	07	01	20	01	05	05	00	00	City	City	The city of the address.	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
805	07	01	20	01	05	06	00	00	State or Province or County	State or Province	The state, province or county of the address.	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
806	07	01	20	01	05	07	00	00	Postal Code	Postal Code	The ZIP or other postal code of the address.	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
807	07	01	20	01	05	08	00	00	Country	Country	The country of the address.	#REF!	ISO 7-bit char string	32 bytes max		Leaf	

FIG.32

808	07	01	20	01	05	00	05	Setting Address (Characteristic/Place)	Postal Addresses Depicted In The Setting of a Production	Information about postal addresses depicted in the setting of a production	#REF!			Node
809	07	01	20	01	06	01	00	Setting room number	Setting Room Number	The room number of a depicted address	#REF!	ISO 7-bit char string	32 bytes max	Leaf
810	07	01	20	01	06	02	00	Setting Street Number or Building Name	Setting Street Number or Building Name	An address line for the depicted address	#REF!	ISO 7-bit char string	32 bytes max	Leaf
811	07	01	20	01	06	03	00	Setting Street	Setting Street	An address line for the depicted address	#REF!	ISO 7-bit char string	32 bytes max	Leaf
812	07	01	20	01	06	04	00	Setting Town	Setting Town	An address line for the depicted address	#REF!	ISO 7-bit char string	32 bytes max	Leaf
813	07	01	20	01	06	05	00	Setting City	Setting City	The city of the depicted address.	#REF!	ISO 7-bit char string	32 bytes max	Leaf
814	07	01	20	01	06	06	00	Setting State or Province or County	Setting State or Province	The state, province or county of the depicted address.	#REF!	ISO 7-bit char string	32 bytes max	Leaf
815	07	01	20	01	06	07	00	Setting Postal Code	Setting Postal Code	The ZIP or other postal code of the depicted address.	#REF!	ISO 7-bit char string	32 bytes max	Leaf
816	07	01	20	01	06	08	00	Setting Country	Setting Country	The country of the depicted address.	#REF!	ISO 7-bit char string	32 bytes max	Leaf
817	07	01	20	01	06	09	00	Setting Description	Setting Description	eg. "A clearing in a wood" or "Fidelio's living room"	#REF!			[Type Node
818	07	01	20	01	06	09	01	Setting Description	Setting Description	eg. "A clearing in a wood" or "Fidelio's living room"	#REF!	ISO 7-bit char string	127 chars max	Leaf
819	07	01	23	01	10	00	00	Electronic Address	Electronic Address	Information about electronic addresses	#REF!			Node
820	07	01	20	01	10	01	00	Telephone number	Telephone Number	Telephone number	#REF!	ISO 7-bit char string	32 bytes max	Leaf
821	07	01	23	01	10	02	00	Fax number	Fax Number	Fax number	#REF!	ISO 7-bit char string	32 bytes max	Leaf
822	07	01	20	01	10	03	00	e-mail address	E-Mail Address	e-mail address	#REF!	ISO 7-bit char string	32 bytes max	Leaf
823											#REF!			
824	07	02	00	00	00	00	00	Date and Time	Date and Time	Information about dates and times	#REF!			Node
825	07	02	01	00	00	00	00	Material Date and Time	Material Date and Time	Information about dates and times relating to captured material	#REF!			Node

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
826	07	02	01	01	00	00	03	00	Operational Date-Time Stamps	Operational Date-Time	Operating date and time information (i.e. timecode)	#REF!					
827	07	02	01	01	01	00	00	00	Creation Date-Time stamp	Creation Date-Time	Time stamp for original material	#REF!				Type Leaf	
828	07	02	01	01	01	01	00	00	Creation Date-Time stamp	Creation Date-Time	Time stamp for original material	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
829	07	02	01	01	02	00	00	00	Last modified Date-Time stamp	Last Modified Date-Time	Time stamp for last modification of material	#REF!				Type Leaf	
830	07	02	01	01	02	01	00	00	Last modified Date-Time stamp	Last Modified Date-Time	Time stamp for last modification of material	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
831	07	02	01	01	08	00	00	00	User defined Date-Time stamp	User Defined Date-Time	Time stamp application defined by user application	#REF!				Type Leaf	
832	07	02	01	01	08	01	00	00	User defined Date-Time stamp	User Defined Date-Time	Time stamp application defined by user application	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
833	07	02	01	02	00	00	00	00	Absolute Date and Time	Absolute Date and Time	Absolute date and time information	#REF!				Node	
834	07	02	01	02	01	00	00	00	Start Date Time	Production Start Date Time	Absolute time at start of creating the shot or clip.	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
835	07	02	01	02	02	00	00	00	End Date Time	Production End Date Time	Absolute time at end of creating the shot or clip.	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
836	07	02	01	02	03	00	00	00	Segment Start Date and Time	Segment Start Date and Time	Absolute time at the start of a segment within a shot or clip	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
837	07	02	01	02	04	00	00	00	Segment End Date and Time	Segment End Date and Time	Absolute time at the end of a segment within a shot or clip	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
838	07	02	01	03	00	00	00	00	Relative Date and Time	Relative Date and Time	Relative date and time information	#REF!				Node	
839	07	02	01	03	01	00	00	00	Start Date Time	Media Start Date Time	Media time at start of shot or clip.	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
840	07	02	01	03	02	00	00	00	End Date Time	Media End Date Time	Media time at end of shot or clip.	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	

FIG.33

841	07	02	01	03	00	00	00	Segment Start Date and Time	Media time at the start of a segment within a shot or clip	#AER	ULSBF	8 bytes	IBinise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf					
842	07	02	01	03	04	00	00	Segment End Date and Time	Media time at the end of a segment within a shot or clip	#AER	ULSBF	8 bytes	IBinise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf					
843	07	02	02	03	00	00	00	Material Durations	Information about time durations relating to captured material	#AER				Node					
844	07	02	02	01	00	00	00	Absolute Durations	Absolute time duration information	#AER				Node					
845	07	02	02	01	01	00	00	Time Duration	Length of the content in Time units	#AER	ULSBF	4 bytes	IBinise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf					
846	07	02	02	01	02	00	00	Segment Duration	Duration of a segment within a shot or clip in Time units	#AER	ULSBF	4 bytes	IBinise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf					
847	07	02	02	01	03	00	00	Frame Count	Length of the content in film frames.	#AER	ULSBF	4 bytes	IBinise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf					
848	07	02	02	01	04	00	00	Segment frame count	Duration of a segment within a shot or clip in film frames	#AER	ULSBF	4 bytes	IBinise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf					
849	07	02	02	01	05	00	00	Tarless black duration	eg. 1 minutes after end of programme	#AER	ULSBF	4 bytes	IBinise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf					
850	07	02	02	02	00	00	00	Relative Durations	Relative time duration information	#AER				Node					
851	07	02	02	02	01	00	00	Time Duration	Relative length of the content in Time units.	#AER	ULSBF	4 bytes		Leaf					
852	07	02	02	02	02	00	00	Segment Duration	Duration of a segment within a shot or clip in Time units	#AER	ULSBF	4 bytes		Leaf					
853	07	02	02	02	03	00	00	Frame Count	Film Frame Interval	#AER	ULSBF	4 bytes		Leaf					
854	07	02	02	02	04	00	00	Segment frame count	Segment Frame Interval	#AER	ULSBF	4 bytes		Leaf					
855	07	02	03	00	00	00	00	Rights Date and Time	Dates and Times relating to Copyright and Intellectual Property Rights	#AER				Node					
856	07	02	03	01	00	00	00	Copyright Date and Time	Dates and Times relating to Copyright	#AER				Node					
857	07	02	03	02	00	00	00	IP Rights Date and Times	Dates and Times relating to Intellectual Property Rights	#AER				Node					
858	07	02	03	02	01	00	00	License start date and time	License start date and time	#AER	ULSBF	8 bytes	IBinise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf					

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
859	07	02	03	02	01	00	00	00	Option start date and time	Option Start Date and Time	Option start date and time	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
860	07	02	03	02	02	00	00	00	License end date and time	License End Date and Time	License end date and time	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
861	07	02	03	02	02	00	00	00	Option end date and time	Option End Date and Time	Option end date and time	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
862	07	02	04	00	00	00	00	00	Rights Durations	Rights Durations	Information about the duration of a copyright or Intellectual Property license	#REF!				Node	
863	07	02	04	01	00	00	00	00	Copyright Durations	Copyright Durations	Information about the duration of a copyright license	#REF!				Node	
864	07	02	04	02	00	00	00	00	IP Rights Durations	IP Rights Durations	Information about the duration of an Intellectual Property license	#REF!				Node	
865	07	02	04	02	01	00	00	00	License duration	Lisence Duration	Information about the duration of a license	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
866	07	02	04	02	02	00	00	00	Option duration	Option Duration	Information about the duration of a license	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
867	07	02	05	00	00	00	00	00	Cataloguing Date and Time	Cataloguing Date and Time	Information about cataloguing and indexing	#REF!				Node	
868	07	02	05	01	00	00	00	00	Creation Date and Time	Creation Date and Time	The creation date and time of the data set	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
869	07	02	05	02	00	00	00	00	Last Modified	Last Modified Date	Date and time of last modification	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
870	07	02	06	00	00	00	00	00	Event Date and time	Event Date and Time	Date and Time information relating to events	#REF!				Node	
871	07	02	06	01	00	00	00	00	Absolute Date and Time	Absolute Event Date and Time	Absolute Date and Time information relating to events	#REF!				Node	
872	07	02	06	01	01	00	00	00	Absolute start times	Absolute Event Start Times	Absolute Date and Time information relating to the start of events	#REF!				Node	
873	07	02	06	01	01	01	00	00	Project Mission Start Date and Time	Project Start Date and Time	The absolute beginning date and time of the project or mission	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	

FIG.34

874	07	02	05	01	01	02	00	00	Scene Start Date and Time	Scene Start Date and Time	The absolute beginning date and time of the scene, or shot.	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf			
875	07	02	05	01	01	03	00	00	Shot Start Date and Time	Shot Start Date and Time	The absolute beginning date and time of the shot.	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf			
876	07	02	05	01	01	10	00	00	Broadcast Start Date and Time	Broadcast Start Date and Time	Absolute start date and time of a specific broadcast	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf			
877	07	02	05	01	02	00	00	00	Absolute end times	Absolute End Times	Absolute Date and Time information relating to the end of events	#REF!				Node			
878	07	02	05	01	02	01	00	00	Project Mission End Date and Time	Project End Date and Time	The absolute ending date and time of the project or mission	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf			
879	07	02	05	01	02	02	00	00	Scene End Date and Time	Scene End Date and Time	The absolute ending date and time of the scene, or shot.	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf			
880	07	02	05	01	02	03	00	00	Shot End Date and Time	Shot End Date and Time	The absolute ending date and time of the shot.	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf			
881	07	02	05	01	02	10	00	00	Broadcast End Date and Time	Broadcast End Date and Time	Absolute end date and time of a specific broadcast	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf			
882	07	02	05	02	00	00	00	00	Relative Date and Time	Relative Date and Time	Relative Date and Time information relating to events eg Two days and five hours after	#REF!				Node			
883	07	02	05	02	01	00	00	00	Relative start times	Relative Event Start Times	Relative Date and Time information relating to the start of events	#REF!				Node			
884	07	02	05	02	01	01	00	00	Project Mission Start Date and Time	Project Mission Start Date and Time	The relative beginning date and time of the project or mission	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf			
885	07	02	05	02	01	02	00	00	Scene Start Date and Time	Scene Start Date and Time	The relative beginning date and time of the scene, or shot.	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf			
886	07	02	05	02	01	03	00	00	Shot Start Date and Time	Shot Start Date and Time	The relative beginning date and time of the shot.	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf			
887	07	02	05	02	01	10	00	00	Broadcast Start and Time	Broadcast Start and Time	Relative start time of a specific broadcast within a parent programme	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf			
888	07	02	05	02	02	00	00	00	Relative end Times	Relative End Times	Relative Date and Time information relating to the end of events	#REF!				Node			
889	07	02	05	02	02	01	00	00	Project Mission End Date and Time	Project End Date and Time	The relative ending date and time of the project or mission	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf			
890	07	02	05	02	02	02	00	00	Scene End Date and Time	Scene End Date and Time	The relative ending date and time of the scene, or shot.	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf			
891	07	02	05	02	02	03	00	00	Shot End Date and Time	Shot End Date and Time	The relative ending date and time of the shot.	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf			

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
892	07	02	06	02	02	10	00	00	Broadcast End Time	Relative Broadcast End Time	Absolute end time of a specific broadcast within a parent programme	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
893	07	02	07	00	00	00	00	00	Event Durations	Event Durations Information	Duration information relating to events	#REF!				Node	
894	07	02	07	01	00	00	00	00	Absolute Durations	Absolute Durations Information	Absolute duration in time units	#REF!				Node	
895	07	02	07	01	01	00	00	00	Time Duration	Time Duration	The absolute duration of an event	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
896	07	02	07	02	00	00	00	00	Relative Durations	Relative Durations	Relative duration in time units	#REF!				Node	
897	07	02	07	02	01	00	00	00	Time Duration	Time Duration	The relative duration of an event	#REF!	UILSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
898	07	02	08	00	00	00	00	00	Editing Date and Time	Editing Date and Time		#REF!				Node	
899	07	02	08	01	00	00	00	00	Length	Edit Length	Duration in edit units of essence	#REF!	Length	8 bytes		Leaf	W25.52
900	07	02	08	02	00	00	00	00	Position	Edit Position	Specifies time event starts	#REF!	Position	8 bytes		Leaf	W25.52
901	07	02	08	03	00	00	00	00	StartTime	Start Time	Specifies relative start time	#REF!	Position	8 bytes		Leaf	W25.52
902	07	02	08	04	00	00	00	00	FadeInLength	Fadein Length	Specifies length of audio fade in	#REF!	Length	8 bytes		Leaf	W25.52
903	07	02	08	05	00	00	00	00	FadeOutLength	Fadeout Length	Specifies length of audio fade out	#REF!	Length	8 bytes		Leaf	W25.52
904	07	02	08	06	00	00	00	00	CutPoint	Cut Point Standard	Specifies the cutpoint	#REF!	Position	8 bytes		Leaf	W25.52
905	07	02	08	07	00	00	00	00	Time	Time Standard	Specifies time	#REF!	Rational	8 bytes		Leaf	W25.52
906	07	02	08	08	00	00	00	00	LastModified	Last Edit Date	Specifies the date the container was last modified	#REF!	TimeStamp			Leaf	W25.52

FIG.35

907	07	02	08	09	00	00	00	00	LastModified	ID of Last Edit Result	Identifies time mob was last modified	#REF!	TimeStamp			Leaf	V25.52
908	07	02	08	0A	00	00	00	00	CreationTime	Date and Time of Last Production	Identifies time mob was created	#REF!	TimeStamp			Leaf	W25.52
909	07	02	08	0B	00	00	00	00	DefaultFadeLength	Speech Soft Cut Default Standard	Specifies the default length of audio soft cuts	#REF!	Length	8 bytes		Leaf	W25.52
910	07	02	08	0C	00	00	00	00	DefFadeEditUnit	FadeIn Default Standard	Specifies time units for DefaultFadeLength	#REF!	Rational	8 bytes		Leaf	W25.52
911	07	02	08	0D	00	00	00	00	EventMobSlot_EditRate	Event Time Unit Standard	Specifies the time units for the slot	#REF!	Rational	8 bytes		Leaf	V25.52
912	07	02	08	0E	00	00	00	00	TimelineMobSlot_EditRate	Slot Time Unit Standard	Specifies the time units for the slot	#REF!	Rational	8 bytes		Leaf	W25.52
913	07	02	08	0F	00	00	00	00	Identification_Date	Last Modified Date	Specifies the date the container was modified by application	#REF!	TimeStamp			Leaf	W25.52
914	07	02	08	10	00	00	00	00	Origin	Starting Offset for The Slot	Specifies the starting offset for the slot	#REF!	Position	8 bytes		Leaf	W25.52
915	07	02	10	00	00	00	00	00	Process Date and time	Date and Time of Process	Date and Time information relating to Process	#REF!				Node	
916	07	02	10	01	00	00	00	00	Technical Modification date and time	Date and Time of Technical Modification	The date and time of a purely technical modification, not affecting editorial material	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
917	07	02	10	02	00	00	00	00	Editorial Modification date and time	Date and Time of an Editorial Modification	The date and time of an editorial modification	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
918	07	02	10	03	00	00	00	00	Broadcast Date and Time	Date and Time of a Broadcast	The date and time of a Broadcast	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
919	07	02	10	04	00	00	00	00	Cassation Date and Time		Earliest allowed time for destruction of a specific recording/physical copy	#REF!	ULSBF	8 bytes	Bitwise mapping of 64-bit timecode into 8 bytes, lsb first	Leaf	
920	07	02	20	00	00	00	00	00	Setting Date and Time (Characterised Time Period)	Setting Date and Time	Time period(s) characterized by the data set	#REF!				Node	
921	07	02	20	01	00	00	00	00	Time period Keyword Thesaurus	Keyword Validity	Reference to a formally registered thesaurus or a similar authoritative source of temporal keywords.	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
922	07	02	20	02	00	00	00	00	Time period Keyword	Time Period Keyword	The name of a time period covered by a data set. Eg Cretaceous	#REF!	ISO 7-bit char string	32 bytes max		Leaf	
923	07	03	00	00	00	00	00	00	Delay	Delay	Information about Delay durations	#REF!				Node	
924	07	03	01	00	00	00	00	00	Encoding/Decoding	Encoding/Decoding Information	Information about delay durations in encoding or decoding processes	#REF!				Node	

Line #	SMPTE label								Data Element Name	Japanese Names	Data Element Definition	Line #	Type	Value Length	Value Range	Node/Leaf	Defining Document
925	07	03	01	01	00	00	00	00	Encoding Delay	Encoding Delay Time	Information about delay durations in encoding processes	#REF!				Node	
926	07	03	01	02	00	00	00	00	Decoding Delay	Decoding Delay Time	Information about delay durations in decoding processes	#REF!				Node	
927	07	03	01	02	01	00	00	00	Buffer Delay	Buffer Delay Time	Buffer delay per definition in SDTI-CP (EAM)	#REF!	as per standard			Leaf	
928	07	04	00	00	00	00	00	00	Latency	Latency Information	Information about response times	#REF!				Node	
929	07	05	00	00	00	00	00	00	*Temporal shape (Shuttering etc) [PLACEHOLDERS]*	Information About Temporal Characteristics	Information about temporal characteristics of processes	#REF!				Node	
930	07	05	01	00	00	00	00	00	*Shutter characteristics [placeholder]*	Shutter Characteristics	Shutter characteristics.	#REF!				Node	
931	07	05	02	00	00	00	00	00	*Shutter speed [placeholder]*	Shutter Speed	Shutter speed	#REF!				Node	
932	07	05	03	00	00	00	00	00	*Shutter Gating [placeholder]*	Shutter Gating Characteristics	Shutter Gating characteristics	#REF!				Node	
933	0E	00	00	00	00	00	00	00	USER ORGANISATION REGISTERED	Class 14 User Data	Class 15 is reserved for user organisation registered metadata	#REF!				Node	
934	0E	01	00	00	00	00	00	00	Publicly registered user organisation metadata	Co-Used Registered Metadata		#REF!				Node	
935	0E	02	00	00	00	00	00	00	Privately registered user organisation metadata	Private Metadata		#REF!				Node	
936	0E	02	01	00	00	00	00	00	DoD Metadata	Metadata for U.S. Department of Defence Agencies	Metadata for U.S. Department of Defense agencies.	#REF!				Node	
937	0E	02	02	00	00	00	00	00	UAV Metadata	UAV Metadata	UAV Metadata	#REF!				Node	
938	0E	02	03	00	00	00	00	00	RQ1A Metadata	RQ1A Metadata	RQ1A Metadata	#REF!				Node	
939	0E	02	03	01	00	00	00	00	RQ1A Closed Caption Set	RQ1A Metadata From RQ1A Closed Caption	RQ1A Metadata Set containing metadata information from analog closed caption	#REF!				Node	
940	0F	00	00	00	00	00	00	00	EXPERIMENTAL METADATA	Class 15 Experimental Metadata	Class 15 Metadata is for experimental metadata. Users may create their own structures consistent with the metadata Encoding standard.	#REF!				Node	

FIG.36

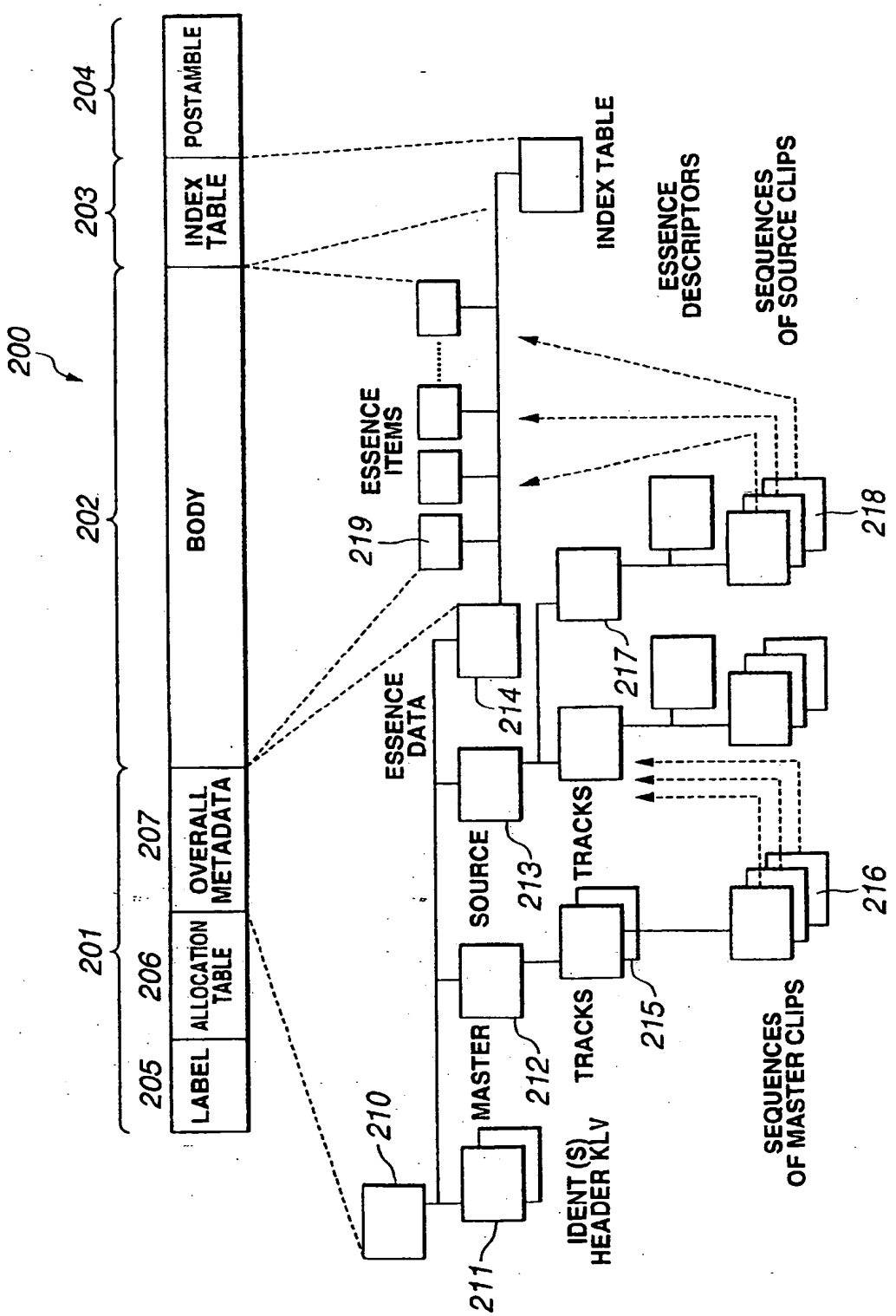

FIG.37

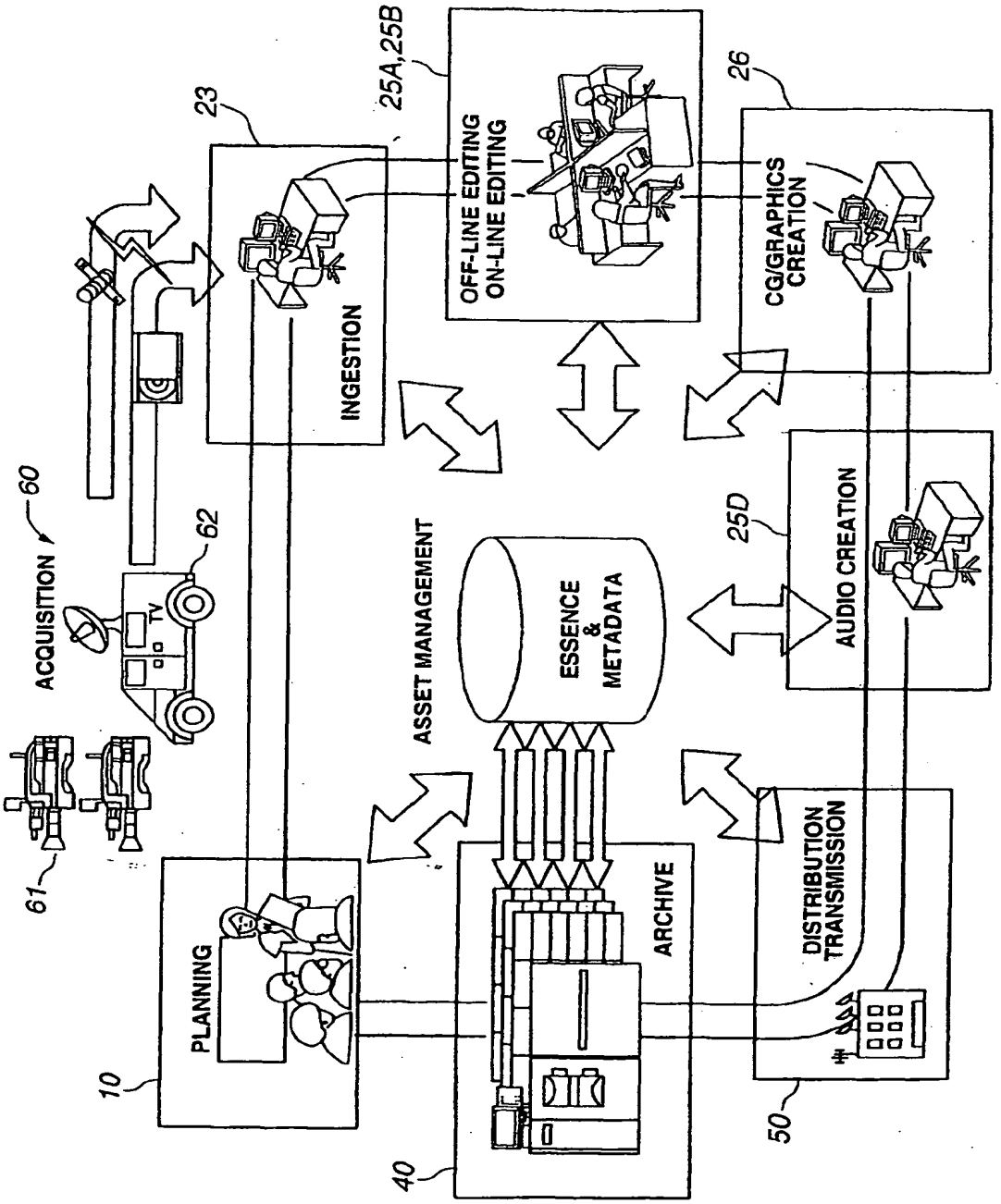

FIG.38

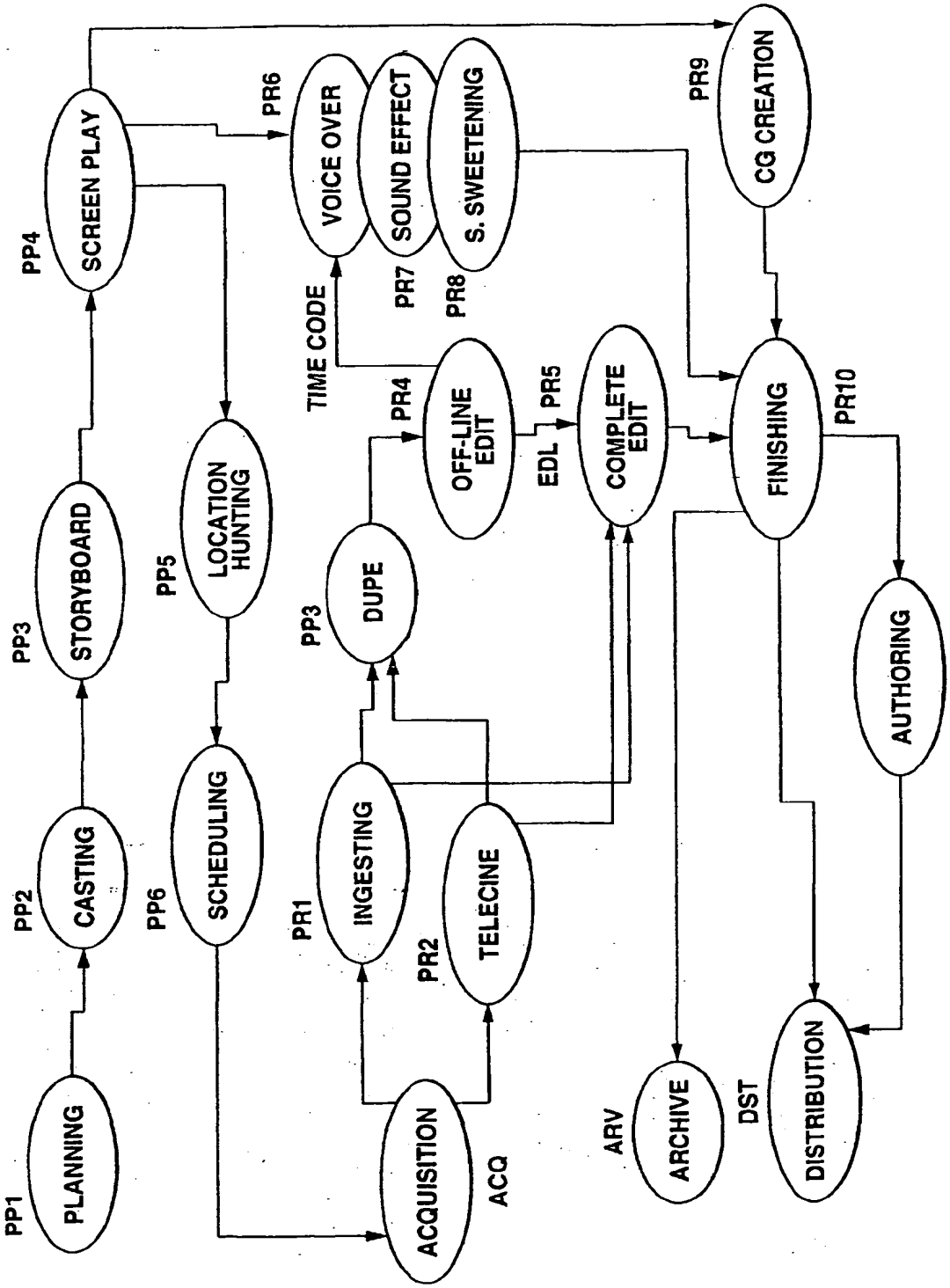

FIG.39

INTERNATIONAL SEARCH REPORT

International application No.
PCT/JP01/03100

A. CLASSIFICATION OF SUBJECT MATTER
Int.Cl[7] H04N 5/91, 5/92

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)
Int.Cl[7] H04N 5/91-5/956

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched
Jitsuyo Shinan Koho 1922-1996 Toroku Jitsuyo Shinan Koho 1994-2001
Kokai Jitsuyo Shinan Koho 1971-2001 Jitsuyo Shinan Toroku Koho 1996-2001

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
PX	JP, 2000-224257, A (Information Broadcasting Laboratories, Inc.), 11 August, 2000 (11.08.00), & WO, 00/45536, A1 & EP, 1073223, A1	1-32
PX	JP, 2001-502461, A (Avid Technologies, Inc.), 20 February, 2001 (20.02.01), & WO, 97/39411, A1 & EP, 895623, A1 & US, 5852435, A	1-32
PX	JP, 2001-75846, A (Canon Inc.), 23 March, 2001 (23.03.01) (Family: none)	1-32

☐ Further documents are listed in the continuation of Box C. ☐ See patent family annex.

* Special categories of cited documents:
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Date of the actual completion of the international search	Date of mailing of the international search report
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